10th ANNIVERSARY
Pokémon

Over 380 Pokémon!

Collector's Edition

Complete Pokédex

Pokémon 10th Anniversary Pokédex

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Pokémon 10th Anniversary Pokédex

PRIMA OFFICIAL GAME GUIDE

Exclusive Artwork by Ken Sugimori

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FireRed & *LeafGreen* Soundtrack Released in Japan on April 26, 2004
"GBA *Pokémon FireRed* & *LeafGreen* Music Super Complete"
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The Bare Essentials

Calling All Poké Maniacs!

Welcome to Prima's Official Guide for the ever-expanding world of *Pokémon*! Here you'll find information on every Pokémon discovered thus far.

That's right, this book is the definitive source for info on every Pokémon from Bulbasaur (001) up to and including the most recently discovered Pokémon, Deoxys (386), and every one in between. It also provides their locations throughout the three most recent *Pokémon* titles as well as stats, moves, and types.

In addition to the Pokémon entries, we also give you a very solid primer for getting started in the world of *Pokémon*, from how to "catch 'em all" to tips on battling and breeding. If you need Pokémon info, we've got you covered!

So, without further ado, start flipping those pages and immerse yourself in the world of *Pokémon* and the creatures that inhabit Kanto, Hoenn, and Orre and have taken your world—and your play time—by storm!

note

Though you'll also find ample strategy and abridged walkthroughs for the most recent Pokémon titles (*Ruby/Sapphire*, *FireRed/LeafGreen*, and *Colosseum*), this book's primary purpose is to serve as a complete Pokémon encyclopedia. If you're after specific game information, you should seek out *Prima's Official Game Guides* for the respective titles for all the information you could possibly want about every last nook and cranny of those games.

The Essentials

FIRE (AND ICE AND WATER AND...) IT UP!

Pokémon Types

Normal	Grass	Fighting	Flying	Rock	Dark
Fire	Electric	Poison	Psychic	Ghost	Steel
Water	Ice	Ground	Bug	Dragon	

Electric meets Water: Water takes it on the chin

There are seventeen different types of Pokémon, with many actually being dual-types: Bulbasaur, for example, is both Grass- and Poison-type. These different types determine the best matches. Check out the Damage Multiplier table to determine which types work best against one another.

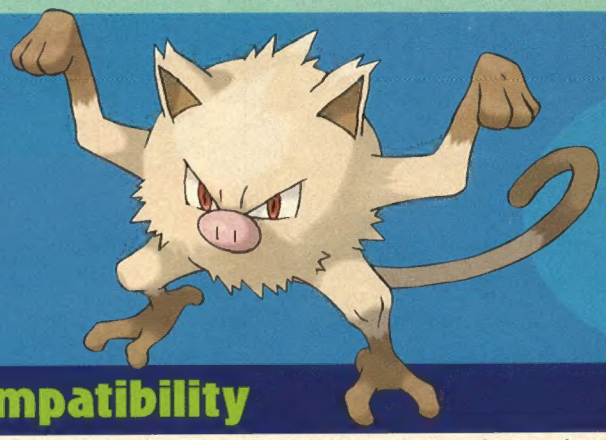
The most effective way to play the game is with a well-balanced party made of six of the seventeen Pokémon types (many Pokémon actually belong to two types). This way, you are always equipped, in some fashion, to take advantage of *Pokémon*'s Rock, Paper, Scissors-style gameplay.

Essentially, each type of Pokémon has strengths and weaknesses versus other types, with damage multipliers applied accordingly. For example, while a Fire-type Pokémon may be super effective against a Grass type, Water has the same damage multiplier effect against Fire. Thus, succeeding in battle really comes down to effectively matching Pokémon type-for-type. A well-balanced party has enough Pokémon straddling each category so that you almost always have the right team to devastate your opponent.

The following tables show how the various matches shake out. Damage can go as high as 4x if a Pokémon is comprised of two classes that would each normally take 2x damage from a specific type. For example, a Pokémon that is both Steel- and Electric-type would be *very* vulnerable to Ground-type attacks and, if the attacking Pokémon's level is within 5 levels of the defending Pokémon's level, it means an instant KO.

Damage Multiplier Table

Condition	Multiplier
Move is the same type as Pokémon	1.5x
Move is effective against opponent's type	2–4x
Move scores a Critical Hit!	2x
Pokémon has an item that raises the move's Strength	1.1x
Rain Dance or Sunny Day effects (depending on move)	1.5x or .5x



Pokémon Move Compatibility

	NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													▲	■			▲
FIRE		▲	▲	●		●						●	▲		▲		●
WATER		●	▲	▲					●				●		▲		
GRASS		▲	●	▲				▲	●	▲		▲	●		▲		▲
ELECTRIC			●	▲	▲				■	●					▲		
ICE		▲	▲	●		▲			●	●					●		▲
FIGHTING	●					●		▲		▲	▲	▲	●	■		●	●
POISON				●				▲	▲				▲	▲			■
GROUND		●		▲	●			●		■		▲	●				●
FLYING				●	▲		●					●	▲				▲
PSYCHIC							●	●			▲					■	▲
BUG		▲		●			▲	▲		▲	●			▲		●	▲
ROCK		●				●	▲		▲	●		●					▲
GHOST	■										●			●		▲	▲
DRAGON															●		▲
DARK							▲				●			●		▲	▲
STEEL		▲	▲		▲	●							●				▲

● = 2x damage ▲ = 1/2 damage ■ = It has no effect

Move Tutor Stats

You'll find lists of all the moves a Pokémon can perform at the end of their entries in the Pokédex. To find the stats for each of those moves refer back to this table.

MOVE TUTOR

Name	Type	Power	ACC	PP
Body Slam*†	Normal	85	100	15
Counter*†	Fighting	—	100	20
Defense Curl**†	Normal	—	—	40
Double-Edge*	Normal	120	100	15
Dream Eater*†	Psychic	100	100	15
Dynamicpunch**	Fighting	100	50	5
Endure**†	Normal	—	—	10
Explosion*	Normal	250	100	5
Fire Punch**†	Fire	75	100	15
Fury Cutter**	Bug	10	95	20
Ice Punch**†	Ice	75	100	15
Icy Wind**†	Ice	55	95	15
Mega Kick*†	Normal	120	85	5
Mega Punch*†	Normal	80	75	20
Metronome**	Normal	—	100	10
Mimic*	Normal	—	100	10
Mud-Slap**†	Ground	20	100	10
Psych Up**†	Normal	—	—	10
Rock Slide*†	Rock	75	90	10
Rollout**	Rock	30	90	20
Seismic Toss*†	Fighting	—	100	20
Sleep Talk**	Normal	—	—	10
Snore**†	Normal	40	100	15
Softboiled**				
Substitute*	Normal	—	—	10
Swagger**	Normal	—	90	15
Swift**†	Normal	60	—	20
Swords Dance*†	Normal	—	—	30
Thunderpunch**†	Electric	75	100	15
Thunder Wave*†	Electric	—	100	20

* *FireRed/LeafGreen* and *Emerald* Only ** *Emerald* Only † Battle Frontier tutor move (*Emerald*)

Catch 'Em All!

Catching Them All: On One Cartridge

You may have noticed at the outset of *Ruby, Sapphire, FireRed, LeafGreen,* and *Emerald* that your Pokédex simply doesn't have enough space to view 386 Pokémon. The key to collecting them all is to obtain the National Pokédex—sort of an über-Pokédex, that has enough memory to contain a massive number of Pokémon. Here's how to get it:

FireRed and *LeafGreen*

Defeat the Elite Four, then make sure you have 60 Pokémon captured (not just viewed!) and speak to Professor Oak in Pallet Town.

Ruby and *Sapphire*

Trade any Pokémon to *FireRed* and *LeafGreen* (via the Game Link Cable).

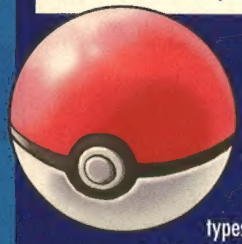
This goes for any of the four cartridges, so if your friend happens to have earned the National Pokédex in *FireRed* and *LeafGreen*, simply trade a Pokémon to him and, voilà, you'll have it, too, on your *Ruby* and *Sapphire* cartridge.

If you want to fill your Pokédex, you're going to have to catch a lot of Pokémon. Bear in mind that each edition of *Pokémon* has its own unique roster and you have to trade with the other versions (either your own or a friend's) to fill out the National Pokédex.

The following sections detail exactly how to collect the vast majority of the Pokémon in the games.

TALL GRASS

If you've played the game(s) before, you know that the best source of Pokémon is tall grass. Simply wading into these vast fields of foliage, lilting in the breeze, sends Pokémon running—hopefully into you. Contact here is entirely random and, once you find a Pokémon, a battle begins. From there, your goal is to wear it down and use the various Poké Balls at your disposal to capture it and add it to the Pokédex.



Tools of the Trade: Poké Balls

There's only one way to catch a wild Pokémon, and that's via the Trainer's tool of choice: the Ball! Poké Balls come in various types, each with specific traits.

The shops scattered about each of the continents sell three types of Balls: standard Poké Balls, Great Balls and Ultra Balls. Each is slightly more expensive than the previous one and each is successively more efficient.

That being said, luck does play a very large part in how effective Poké Ball can be in a given situation. While you might guess that Ultra Balls are the best in every situation, it isn't always so.

Your best bet is to learn through experimentation which works best for you. After all, there's no need to lay down the big bucks for Ultra Balls if a regular Poké Ball does the trick.

Bear in mind that *Ruby, Sapphire,* and *Emerald* have a great many more Poké Balls than *FireRed* and *LeafGreen* including a whole host of specialty Balls. These are *not* transferable.

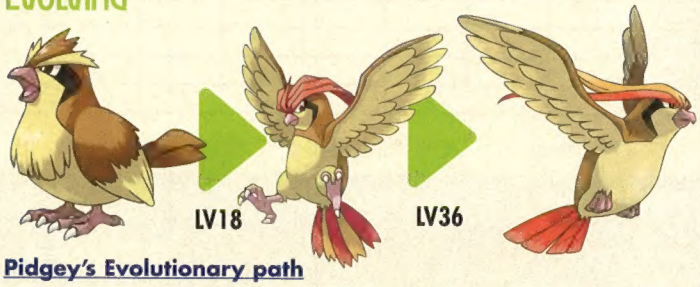
FISHING

While running through the tall grass is a great way to catch lots of Pokémon, you may need to head to a pond, bay, or sea to obtain those elusive Water-type Pokémon. To do this, however, you need to locate the various fishing rods (Old, Good, and Super) scattered throughout the games. Once equipped, you simply need to move to a body of water and use the rod to fish. If you get a bite, a battle ensues with the Pokémon you hooked. Poké Balls determine whether you walk away empty-handed.

SURFING

First off, before even attempting to Surf, you need to track down HM03 Surf and teach it to a compatible Pokémon. From there, approach a body of water and hit Ⓐ to take to the sea astride your Pokémon. Simply swim about until a Pokémon throws itself at you. From there, you know the drill: Weaken the invader and then cap things off with a handy Poké Ball.

EVOLVING



Pidgey's Evolutionary path

After you've caught a Pokémon, there's every chance that, at some point, you'll want to evolve it into another form. This is a good idea for a number of reasons:

- Every time a Pokémon evolves, that new form is added to your Pokédex as another Pokémon, so that's one less Pokémon you'll have to trade or catch. This is the easiest way to add Pokémon to your Pokédex—especially if you have access to a Day Care Center (more on those in the breeding section).
- An evolved Pokémon, generally, ends up more powerful than its forebear, giving you a decided edge in combat. For example, a Level 55 Venusaur is stronger than a Level 55 Bulbasaur (Venusaur's initial form).

Clearly there's value in seeing your Pokémon attain newer levels of development, but that naturally begs the question of how to do it....

Evolve Via Experience

Charmander's Evolutionary path

The most straightforward way to evolve a Pokémon is simply by having your Pokémon fight, and defeat, other Pokémon throughout your adventure. This way they gain experience which, once you reach a certain level, automatically triggers the change into that particular Pokémon's next form. Of course, the Pokémon you want to evolve in this manner *must* battle and cannot simply sit on the sideline, as it won't gain any experience that way.

note Experience is shared if you use multiple Pokémon in the course of a single battle.

Evolution Canceling

You may occasionally not want a Pokémon to evolve. The transformation begins when the Pokémon reaches the minimum number of experience points required to trigger it. At that point, during the animation sequence, quickly press Ⓑ to cancel the Evolution, keeping the Pokémon in its current state.

Why would you want to prevent the Evolution? Sometimes a Pokémon learns better moves by staying in a less-evolved state until reaching a predetermined level.

Sandshrew

For example, Sandshrew automatically evolves into Sandslash when it reaches Level 22. However, if you'd like to earn the move Swift a bit sooner, you would do well to cancel the Evolution. Normally Sandslash would get Swift at Level 33, but Sandshrew earns it at Level 30, thus you get that move three levels earlier.

caution Unless you have an Everstone, every time your Pokémon reaches another level (and you want it to stay in its current form), you'll need to hit Ⓑ to cancel the Evolution. Otherwise, let it go to automatically transition to its next state.

Trade 'Em All!

One of the most fun (and only) ways to collect a large quantity of Pokémon is via trading with other players. Whether it's trading via the Game Link Cable or the wireless adapter, meet your friends in the Union Room located above each and every Pokémon Center in the games.

Evolve via Trade

Pokémon in this category include Kadabra and its next evolutionary state, Alakazam. You must trade it to a friend to induce this Evolution and no amount of leveling up will do Kadabra any good after it evolves from Abra.

Evolution via Trade with Item

Pokémon in this group include the evolved form of Onix, Steelix. It won't go on to its final Evolution without being traded with a Metal Coat attached. Needless to say, once your friend has hold of a Pokémon who's fairly tricky to acquire, you may have some trouble getting it back!

Via Evolution Stones

The final special Evolution category includes those Pokémon such as Vulpix and Pikachu who won't evolve into their final forms (Ninetales and Raichu) without the use of a specific stone. To trigger these transitions, simply select the Item in question from your bag and use it on the Pokémon you want to evolve. From there, nature will take its course.

note See the Pokédex section for exactly when a given Pokémon will evolve to its next stage and how.

Via Friendship

On rare occasions, a few Pokémon (basically all those that fall into the pre-evolutionary category) will only evolve when their Friendship level is maxed out. How do you know when you're on the right track? Well, in *Ruby*, *Sapphire*, and *Emerald*, you need to visit the Friendship Rater in Verdanturf Town and in *FireRed* and *LeafGreen* you need to visit your Rival's sister in Pallet Town *after* you conquer the Elite Four.

note A Pokémon's Friendship level is determined by how well you treat it: Letting it faint too much, letting negative Status Effects linger, and feeding it bitter-tasting berries and potions all have a negative effect on your Pokémon's Friendship.

Pokémon Breeding 101

note For starters, in order to even consider breeding, you need access to a Day Care Center.

THE BASICS

When you drop off two of your Pokémon at Day Care, there's a chance that they'll end up producing an Egg. Of course, there is a whole host of rules involved for those two Pokémon to begin down the path of parenthood and we cover these rules in levels, starting here with the most basic.

First, you need a male and a female Pokémon, as two of the same gender cannot reproduce. You also cannot breed relatives, for example, mother with son or father with daughter. You can, however, check their compatibility with the Day Care attendant, though the tables that follow tell you all you need to know in that area.

Also, certain Pokémon are not capable of being bred at all. Typically this involves the very powerful or very rare Pokémon, so don't think you're going to have Groudon and Mewtwo produce any earth-shattering offspring.

note The offspring of two Pokémon will be the base form of the mother; for example, breeding a female Fearow with a male Togepi will yield a Level 5 Spearow. Gender, however, is determined at random.

So why breed Pokémon when you can simply catch them in the vast majority of cases? Simply put, you get much more powerful Pokémon by breeding than you could ever catch in the wild, as well as moves that are only obtainable via breeding (Egg Moves are listed in the Pokédex).

Inheriting Stats

The entire inheritance process, while semi-scientific, also features pitfalls because of the random nature of gender-assignment. Because a female baby inherits her stats from her father and a male baby inherits his stats from his mother, it can take several tries to get the desired effect. Patience, in these cases, is a virtue.

Inheriting Moves

Your efforts at customizing a Pokémon show in the moves with which your new Pokémon is born. These moves come in three types: Learned Moves, Inherited Moves, and Hereditary Moves.

Learned Moves are the ones that your Pokémon would start with if caught in the wild at Level 5.

Inherited Moves cover any move or TM your Pokémon would normally learn, although not at Level 5. These Moves are inherited from the male Pokémon used in the breeding.

Hereditary Moves (also known as "Egg Moves") are also inherited from the father, but they are special. Egg Moves are ones the newly hatched Pokémon would not normally be able to learn. Of the Pokémon you can obtain through breeding, most of them can inherit up to eight moves through breeding that they would not normally learn.

Here's how it works: When a baby Pokémon hatches from its Egg, it starts with the moves that a wild Pokémon of the same level would know. So, for example, a newly hatched Bagon will know one move, Rage, while a newly hatched Pichu will know two, Thundershock and Charm. The remaining spaces, not filled with Learned Moves, can be filled with other types of Inherited Moves.

Don't worry if your bred Pokémon starts with too many naturally Learned Moves. Inherited and Egg Moves take precedence over Learned Moves, so if your target Pokémon starts with three moves and stands the chance to inherit two more moves, the first move on the list of Learned Moves is erased and replaced by one of the two Inherited Moves.

Next, if both the male and female Pokémon used in breeding know a move that the baby Pokémon would learn later in life (after Level 5), then the baby Pokémon hatches with this move. For example, if you breed two Pokémon who currently know Defense Curl, then the baby Pokémon starts with that move too. This works well when you want your baby Pokémon to start with a high-powered move that it would otherwise learn later in life.

Similarly, if the male Pokémon knows an attack that the offspring can learn in the form of a Technical Machine, the baby Pokémon will inherit that move. This lets you "reuse" your TMs by breeding the attacks they contain into other Pokémon.

BREEDING FOR HEREDITARY MOVES

To breed for Egg Moves, find a compatible male Pokémon who can learn the desired Hereditary Move, then mate it with a female version of the target Pokémon.

Sometimes, the Pokémon who learn the desired Egg Move are not compatible with the target Pokémon. In this case, you need to find another compatible Pokémon to act as an intermediate. Breed the two Pokémon, and if the baby born is male (and you should continue breeding those two Pokémon until they produce a male Pokémon), then you can breed it with the target female Pokémon.

CRACK 'EM ALL!

Hatching the Eggs is a pretty straightforward process: After you collect the Egg (remember an Egg takes up one slot in your roster) you simply have to carry it around with you till it hatches. And, to make things more interesting, there isn't a universal number of steps required to hatch an Egg, so some take longer than others to yield a bouncing baby Pokémon.

To speed up the process a bit, you can do two things:

- Breed two of the same Pokémon, for example, two Doduo (unfortunately this isn't terribly practical or very useful).
- Transfer Pokémon from a different version of the game as they have different ID numbers, which speeds up the process—this is fairly easy if you have a Pokémon in *Ruby/Sapphire* and transfer it to *FireRed/LeafGreen* or *Emerald* or vice versa.

Pokémon Compatibility

The following charts provide all the info you need to determine whether Pokémon are compatible with one another. This way, you know what to expect. And, as is usually the case, there are a couple of rules:

- Pokémon belonging to Group X cannot produce Eggs, period.
- In order to breed, the two Pokémon in question, in addition to the aforementioned rules, can only produce Eggs with members of the same group.

With that in mind, check out the following charts and see what kind of super-Pokémon you can come up with!

Group X: Cannot Breed

- Articuno
- Azurill
- Baltoy
- Beldum
- Claydol
- Cleffa
- Elekid
- Electrode
- Igglybuff
- Groudon
- Kyogre
- Latias
- Latios
- Lunatone
- Mew
- Mewtwo
- Moltres
- Pichu
- Magby
- Magnemite
- Magneton
- Metang
- Metagross
- Nidoking
- Nidoqueen
- Rayquaza
- Regice
- Regirock
- Registeel
- Shedinja
- Smoochum
- Solrock
- Starmie
- Staryu
- Tangela
- Togepi
- Tyrogue
- Unown
- Voltorb
- Wynaut
- Zapdos

Group 1: Plant-Group Pokémon

- Bayleef
- Bellossom
- Bellsprout
- Breloom
- Bulbasaur
- Cacnea
- Cacturne
- Chikorita
- Exeggcute
- Exeggutor
- Gloom
- Hoppip
- Ivysaur
- Jumpluff
- Lombre
- Lotad
- Ludicolo
- Meganium
- Nuzleaf
- Oddish
- Paras
- Parasect
- Roselia
- Seedot
- Shiftry
- Shroomish
- Skiploom
- Sunflora
- Sunkern
- Tropius
- Venusaur
- Victreebel
- Vileplume
- Weepinbell

Group 2: Bug-Group Pokémon

- Ariados
- Beautifly
- Beedrill
- Butterfree
- Cascoon
- Caterpie
- Dustox
- Flygon
- Forretress
- Gligar
- Heracross
- Illumise
- Kakuna
- Ledian
- Ledyba
- Masquerain
- Metapod
- Nincada
- Ninjask
- Paras
- Parasect
- Pineco
- Pinsir
- Scizor
- Scyther
- Shuckle
- Silcoon
- Spinarak
- Surskit
- Trapinch
- Venomoth
- Venonat
- Vibrava
- Volbeat
- Weedle
- Wurmple
- Yanma

Group 3: Flying-Group Pokémon

- Aerodactyl
- Altaria
- Crobat
- Dodrio
- Doduo
- Farfetch'd
- Fearow
- Golbat
- Hoothoot
- Murkrow
- Natu
- Noctowl
- Pelipper
- Pidgey
- Pidgeot
- Pidgeotto
- Skarmory
- Spearow
- Swablu
- Swellow
- Taillow
- Togetic
- Wingull
- Xatu
- Zubat

Group 4: Humanshape-Group Pokémon

- Abra
- Alakazam
- Cacnea
- Cacturne
- Drowzee
- Electabuzz
- Hariyama
- Hitmonchan
- Hitmonlee
- Hitmontop
- Hypno
- Illumise
- Jynx
- Kadabra
- Machamp
- Machoke
- Machop
- Magmar
- Makuhita
- Medicham
- Meditite
- Mr. Mime
- Sableye
- Spinda
- Volbeat

Group 5: Mineral-Group Pokémon

- Geodude
- Glalie
- Golem
- Graveler
- Nosepass
- Onix
- Porygon
- Porygon2
- Snorunt
- Steelix
- Sudowoodo

Group 6: Indeterminate-Group Pokémon

- Banette
- Castform
- Chimecho
- Dusclops
- Duskull
- Gardevoir
- Gastly
- Gengar
- Grimer
- Gulpin
- Haunter
- Kirlia
- Koffing
- Magcargo
- Misdreavus
- Muk
- Ralts
- Shuppet
- Slugma
- Swalot
- Weezing
- Wobbuffet

Group 7: Ground-Group Pokémon

- Absol
- Aipom
- Ampharos
- Arbok
- Arcanine
- Blaziken
- Camerupt
- Combusken
- Cyndaquil
- Delcatty
- Delibird
- Dewgong
- Diglett
- Donphan
- Dugtrio
- Dunsparce
- Ekans
- Electrike
- Eevee
- Espeon
- Exploud
- Flaaffy
- Flareon
- Furret
- Girafarig
- Golduck
- Granbull
- Growlithe
- Grumpig
- Houndoom
- Houndour
- Jolteon
- Kecleon
- Linoone
- Loudred
- Manectric
- Mankey
- Mareep
- Mawile
- Meowth
- Mightyena
- Miltank
- Nidoran ♀
- Nidoran ♂
- Nidorina
- Nidorino
- Ninetales
- Numel
- Nuzleaf
- Persian
- Phanpy
- Pikachu
- Piloswine
- Ponyta
- Poochyena
- Primeape
- Psyduck
- Quagsire
- Quilava
- Raichu
- Rapidash
- Rattata
- Raticate
- Rhydon
- Rhyhorn
- Sandshrew
- Sandslash
- Sealeo
- Seedot
- Seel
- Sentret
- Seviper
- Shiftry
- Skitty
- Slaking
- Slakoth
- Smeargle
- Sneasel
- Snubbull
- Spheal
- Spinda
- Spoink
- Swinub
- Tauros
- Teddiursa
- Torkoal
- Torchic
- Typhlosion
- Umbreon
- Ursaring
- Vaporeon
- Vigoroth
- Vulpix
- Wailmer
- Wailord
- Walrein
- Whismur
- Wooper
- Zangoose
- Zigzagoon

Group 8: Water 1-Group Pokémon

- Azumarill
- Blastoise
- Clamperl
- Corphish
- Corsola
- Crawdaunt
- Croconaw
- Dewgong
- Dragonair
- Dragonite
- Dratini
- Feebas
- Feraligatr
- Golduck
- Gorebyss
- Horsea
- Huntail
- Kabuto
- Kabutops
- Kingdra
- Lapras
- Lombre
- Lotad
- Ludicolo
- Mantine
- Marill
- Marshtomp
- Masquerain
- Milotic
- Mudkip
- Omanyte
- Omastar
- Pelipper
- Politoed
- Poliwag
- Poliwhirl
- Poliwrath
- Psyduck
- Quagsire
- Seaking
- Sealeo
- Seel
- Slowbro
- Slowking
- Slowpoke
- Spheal
- Squirtle
- Surskit
- Swampert
- Totodile
- Walrein
- Wartortle
- Wingull
- Wooper

Group 9: Water 2-Group Pokémon

- Barboach
- Carvanha
- Chinchou
- Goldeen
- Gyarados
- Lanturn
- Luvdisc
- Magikarp
- Octillery
- Relicanth
- Seaking
- Sharpedo
- Quilfish
- Remoraid
- Wailmer
- Wailord
- Whiscash

Group 10: Water 3-Group Pokémon

- Anorith
- Armaldo
- Cloyster
- Corphish
- Corsola
- Cradily
- Crawdaunt
- Kabuto
- Kabutops
- Kingler
- Krabby
- Lileep
- Omanyte
- Omastar
- Shellder
- Staryu
- Tentacool
- Tentacruel

Group 11: Monster-Group Pokémon

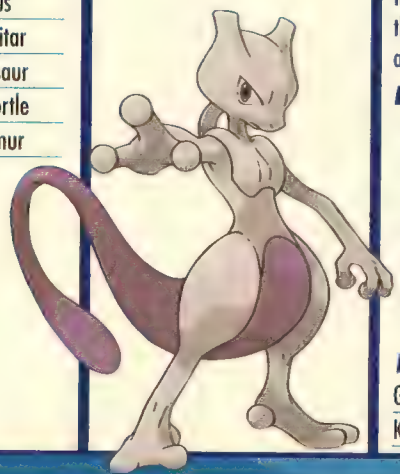
- Aggron
- Ampharos
- Aron
- Bayleef
- Blastoise
- Bulbasaur
- Charizard
- Charmander
- Charmeleon
- Chikorita
- Croconaw
- Cubone
- Exploud
- Feraligatr
- Flaaffy
- Grovyle
- Ivysaur
- Kangaskhan
- Lairon
- Lapras
- Larvitar
- Lickitung
- Loudred
- Meganium
- Mareep
- Marowak
- Marshtomp
- Mudkip
- Nidoran ♀
- Nidoran ♂
- Nidorina
- Nidorino
- Pupitar
- Rhydon
- Rhyhorn
- Sceptile
- Slowbro
- Slowking
- Slowpoke
- Snorlax
- Squirtle
- Swampert
- Totodile
- Treecko
- Tropius
- Tyranitar
- Venusaur
- Wartortle
- Whismur

Group 12: Fairy-Group Pokémon

- Azumarill
- Blissey
- Breloom
- Castform
- Chansey
- Clefable
- Clefairy
- Delcatty
- Glalie
- Granbull
- Hoppip
- Jigglypuff
- Jumpluff
- Marill
- Mawile
- Minun
- Pikachu
- Plusle
- Raichu
- Roselia
- Shroomish
- Skiploom
- Skitty
- Snorunt
- Snubull
- Togetic
- Wigglytuff

Group 13: Dragon-Group Pokémon

- Altaria
- Arbok
- Bagon
- Charizard
- Charmander
- Charmeleon
- Dragonair
- Dragonite
- Dratini
- Ekans
- Feebas
- Grovyle
- Gyarados
- Horsea
- Kingdra
- Magikarp
- Milotic
- Salamence
- Sceptile
- Seadra
- Seviper
- Shelgon
- Swablu
- Treecko



Version Exclusives

This section details the Pokémon exclusive to each of the principal games: *Ruby*, *Sapphire*, *FireRed*, *LeafGreen*, and *Colosseum*. It is *impossible* to collect all 386 Pokémon without having access to *all* of these games.

note The following lists are organized by the Pokémon's Evolutionary hierarchy.

FireRed

- Oddish
- Gloom
- Vileplume
- Bellossom
- Elekid
- Electabuzz
- Psyduck
- Golduck
- Ekans
- Arbok
- Growlithe
- Arcanine
- Scyther
- Scizor
- Shellder
- Cloyster
- Wooper
- Quagsire
- Murkrow
- Skarmory
- Quilfish
- Delibird

LeafGreen

- Bellsprout
- Weepinbell
- Victreebel
- Magby
- Magmar
- Slowpoke
- Slowbro
- Slowking
- Sandshrew
- Sandslash
- Vulpix
- Ninetales
- Pinsir
- Staryu
- Starmie
- Azurill
- Marill
- Azumarill
- Misdreavus
- Sneasel
- Remoraid
- Octillery
- Mantine

Ruby

- Seedot
- Nuzleaf
- Shiftry
- Mawile
- Zangoose
- Solrock
- Groudon
- Latios

Sapphire

- Kyogre
- Lotad
- Lombre
- Seviper
- Lunatone
- Latias

Colosseum

- Chikorita
- Bayleef
- Meganium
- Cyndaquil
- Quilava
- Typhlosion
- Totodile
- Croconaw
- Feraligatr
- Hoothoot
- Noctowl
- Sudowoodo
- Sunkern
- Sunflora
- Gligar
- Snubbull
- Granbull
- Miltank

note Even if you don't have all the games (and all versions), you can still get certain Pokémon because there is some overlap between versions. See the Pokédex entries for more info.

Unique Pokémon

The following Pokémon are known as Unique Pokémon and are, generally, very tough to catch. In many cases you get only *one* shot at collecting them. Finally, be aware that catching some of them (for example, Entei, Raikou, and Suicune) depend on which Pokémon you start the game with. So, in other words, you have to play *FireRed/LeafGreen* through three times each (picking a different starter Pokémon each time) to nab these Unique Pokémon after completing the main quest.

FireRed/LeafGreen

- Articuno
- Deoxys
- Entei
- Ho-Oh (also catchable in *Colosseum*)
- Lugia
- Mewtwo
- Moltres
- Raikou
- Suicune
- Zapdos

Emerald

- Groudon
- Kyorgre
- Latias
- Latios

Ruby/Sapphire

- Groudon (*Sapphire* only)
- Kyogre (*Ruby* only)
- Regirock
- Regice
- Registeel
- Latias (*Sapphire* only)
- Latios (*Ruby* only)
- Rayquaza

XD

- Articuno
- Lugia
- Moltres
- Zapdos

Pokédex

Pokédex Alphabetical Listing

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181	AMPHAROS	104
347	ANORITH	187
24	ARBOK	25
59	ARCANINE	43
168	ARIADOS	97
348	ARMALDO	187
304	ARON	165
144	ARTICUNO	85
184	AZUMARILL	105
298	AZURILL	162
371	BAGON	199
343	BALTOY	185
354	BANETTE	190
339	BARBOACH	183
153	BAYLEEF	90
267	BEAUTIFLY	147
15	BEEDRILL	21
374	BELDUM	200
182	BELLOSSOM	104
69	BELLSPROUT	48
9	BLASTOISE	18
257	BLAZIKEN	142
242	BLISSEY	134
286	BRELOOM	156
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12	BUTTERFREE	19
331	CACNEA	179
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323	CAMERUPT	175
318	CARVANHA	172
268	CASCOON	147
351	CASTFORM	189
10	CATERPIE	18
251	CELEBI	139
113	CHANSEY	70
6	CHARIZARD	16
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5	CHARMELEON	16
152	CHIKORITA	89
358	CHIMECHO	192
170	CHINCHOU	98
366	CLAMPERL	196
344	CLAYDOL	185
36	CLEFABLE	31
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256	COMBUSKEN	141
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222	CORSOLA	124
346	CRADILY	186
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96	DROWZEE	61
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355	DUSKULL	191
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362	GLALIE	194
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42	GOLBAT	34
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55	GOLDUCK	41
76	GOLEM	51
368	GOREBYSS	197
210	GRANBULL	118
75	GRAVELER	51
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383	GROUDON	205
253	GROVYLE	140
58	GROWLITHE	42
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316	GULPIN	171
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297	HARIYAMA	162
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250	HO-OH	138
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290	NINCADA	158
38	NINETALES	32
291	NINJASK	159
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138	OMANYTE	82
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280	RALTS	153
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19	RATTATA	23
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378	REGICE	202
377	REGIROCK	202
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369	RELICANTH	198
223	REMORAID	125
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111	RHYHORN	69
315	ROSELIA	171
302	SABLEYE	164
373	SALAMENCE	200
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28	SANDSLASH	27
254	SCEPTILE	140
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117	SEADRA	72
119	SEAKING	73
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363	SPHEAL	195
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327	SPINDA	177
325	SPOINK	176
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234	STANTLER	130
121	STARMIE	74
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192	SUNFLORA	109
191	SUNKERN	109
283	SURSKIT	155
333	SWABLU	180
317	SWALOT	172
260	SWAMPERT	143
277	SWELLOW	152
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276	TAILLOW	151
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128	TAUROS	77
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175	TOGEPI	101
176	TOGETIC	101
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193	YANMA	110
335	ZANGOOSE	181
145	ZAPDOS	86
263	ZIGZAGOON	145
41	ZUBAT	34

001 Bulbasaur™

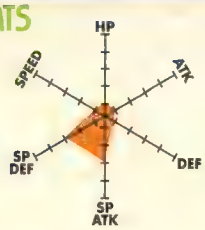
GRASS POISON

GENERAL INFO

SPECIES: Seed Pokémon
HEIGHT: 2'04"
WEIGHT: 15 lbs.
ABILITY: Overgrow

Bulbasaur's Grass-type attack power multiplies by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Starter Pokémon from Professor Oak in Pallet Town

LEAFGREEN Rarity: Only One
Starter Pokémon from Professor Oak in Pallet Town

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
4	Growl	Normal	—	100	40
7	Leech Seed	Grass	—	90	10
10	Vine Whip	Grass	35	100	10
15	Poisonpowder	Grass	—	75	15
15	Sleep Powder	Grass	—	75	15
20	Razor Leaf	Grass	55	95	25
25	Sweet Scent	Normal	—	100	20
32	Growth	Normal	—	—	40
39	Synthesis	Grass	—	—	5
46	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Charm	Normal	—	100	20
Curse	—	—	—	10
Grasswhistle	Grass	—	55	15
Light Screen	Psychic	—	—	30
Magical Leaf	Grass	60	—	20
Petal Dance	Grass	70	100	20
Safeguard	Normal	—	—	25
Skull Bash	Normal	100	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

002 Ivysaur™

GRASS POISON

GENERAL INFO

SPECIES: Seed Pokémon
HEIGHT: 3'03"
WEIGHT: 29 lbs.
ABILITY: Overgrow

Ivysaur's Grass-type attack power multiplies by 1.5 when its HPs get low.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Bulbasaur

LEAFGREEN Rarity: Evolve
Evolve Bulbasaur

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Leech Seed	Grass	—	90	10
10	Vine Whip	Grass	35	100	10
15	Poisonpowder	Grass	—	75	15
15	Sleep Powder	Grass	—	75	15
22	Razor Leaf	Grass	55	95	25
29	Sweet Scent	Normal	—	100	20
38	Growth	Normal	—	—	40
47	Synthesis	Grass	—	—	5
56	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

003 Venusaur™

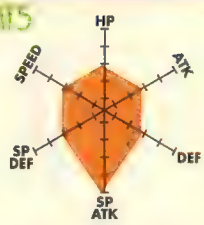
GRASS POISON

GENERAL INFO

SPECIES: Seed Pokémon
HEIGHT: 6'07"
WEIGHT: 221 lbs.
ABILITY: Overgrow

Venusaur's Grass-type attack power multiplies by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Ivysaur

LEAFGREEN Rarity: Evolve
Evolve Ivysaur

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Leech Seed	Grass	—	90	10
—	Vine Whip	Grass	35	100	10
15	Poisonpowder	Grass	—	75	15
15	Sleep Powder	Grass	—	75	15
22	Razor Leaf	Grass	55	95	25
29	Sweet Scent	Normal	—	100	20
41	Growth	Normal	—	—	40
53	Synthesis	Grass	—	—	5
65	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Frenzy Plant
Mimic	Substitute	Swords Dance*

*Battle Frontier tutor move (*Emerald*)

004 Charmander™

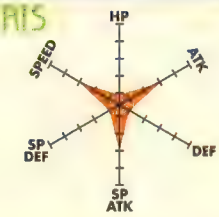
FIRE

GENERAL INFO

SPECIES: Lizard Pokémon
HEIGHT: 2'00"
WEIGHT: 19 lbs.
ABILITY: Blaze

Charmander's Fire-type attack power multiplies by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Starter Pokémon from Professor Oak in Pallet Town

LEAFGREEN Rarity: Only One
Starter Pokémon from Professor Oak in Pallet Town

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
7	Ember	Fire	40	100	25
13	Metal Claw	Steel	50	95	35
19	Smokescreen	Normal	—	100	20
25	Scary Face	Normal	—	90	10
31	Flamethrower	Fire	95	100	15
37	Slash	Normal	70	100	20
43	Dragon Rage	Dragon	—	100	10
49	Fire Spin	Fire	15	70	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Beat Up	Dark	10	100	10
Belly Drum	Normal	—	—	10
Bite	Dark	60	100	25
Dragon Dance	Dragon	—	—	20
Outrage	Dragon	90	100	15
Rock Slide	Rock	75	90	10
Swords Dance	Normal	—	—	30

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

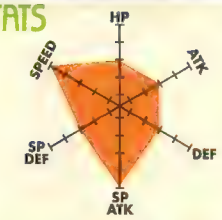
*Battle Frontier tutor move (*Emerald*)

005 Charmeleon™

GENERAL INFO

SPECIES: Flame Pokémon
HEIGHT: 3'07"
WEIGHT: 42 lbs.
ABILITY: Blaze
Charmeleon's Fire-type attack power multiplies by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Charmander

LEAFGREEN Rarity: Evolve
Evolve Charmander

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
—	Ember	Fire	40	100	25
13	Metal Claw	Steel	50	95	35
20	Smokescreen	Normal	—	100	20
27	Scary Face	Normal	—	90	10
34	Flamethrower	Fire	95	100	15
41	Slash	Normal	70	100	20
48	Dragon Rage	Dragon	—	100	10
55	Fire Spin	Fire	15	70	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

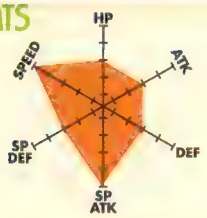
*Battle Frontier tutor move (*Emerald*)

006 Charizard™

GENERAL INFO

SPECIES: Flame Pokémon
HEIGHT: 5'07"
WEIGHT: 200 lbs.
ABILITY: Blaze
Charizard's Fire-type attack power multiplies by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Charmeleon

LEAFGREEN Rarity: Evolve
Evolve Charmeleon

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Heat Wave	Fire	100	90	10
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
—	Ember	Fire	40	100	25
—	Metal Claw	Steel	50	95	35
20	Smokescreen	Normal	—	100	20
27	Scary Face	Normal	—	90	10
34	Flamethrower	Fire	95	100	15
36	Wing Attack	Flying	60	100	35
44	Slash	Normal	70	100	20
54	Dragon Rage	Dragon	—	100	10
64	Fire Spin	Fire	15	70	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Blast Burn	Body Slam*	Counter*
Double-Edge	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

007 Squirtle™

WATER

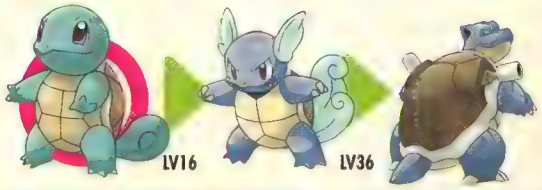
GENERAL INFO

SPECIES: Tiny Turtle Pokémon
HEIGHT: 1'08"
WEIGHT: 20 lbs.
ABILITY: Torrent

Squirtle's Water-type attack power multiplies by 1.5 when its HPs get low.

STATS

EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Only One
Starter Pokémon from Professor Oak in Pallet Town

LEAFGREEN **Rarity:** Only One
Starter Pokémon from Professor Oak in Pallet Town

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
4	Tail Whip	Normal	—	100	30
7	Bubble	Water	20	100	30
10	Withdraw	Normal	—	—	40
13	Water Gun	Water	40	100	25
18	Bite	Dark	60	100	25
23	Rapid Spin	Normal	20	100	40
28	Protect	Normal	—	—	10
33	Rain Dance	Water	—	—	5
40	Skull Bash	Normal	100	100	15
47	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Flail	Normal	—	100	15
Foresight	Normal	—	100	40
Haze	Ice	—	—	30
Mirror Coat	Psychic	—	100	20
Mist	Ice	—	—	30
Mud Sport	Ground	—	100	15
Refresh	Normal	—	100	20
Yawn	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

*Battle Frontier tutor move (*Emerald*)

008 Wartortle™

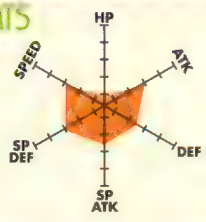
WATER

GENERAL INFO

SPECIES: Turtle Pokémon
HEIGHT: 3'03"
WEIGHT: 50 lbs.
ABILITY: Torrent

Wartortle's Water-type attack power multiplies by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Evolve
Evolve Squirtle

LEAFGREEN **Rarity:** Evolve
Evolve Squirtle

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Bubble	Water	20	100	30
10	Withdraw	Normal	—	—	40
13	Water Gun	Water	40	100	25
19	Bite	Dark	60	100	25
25	Rapid Spin	Normal	20	100	40
31	Protect	Normal	—	—	10
37	Rain Dance	Water	—	—	5
45	Skull Bash	Normal	100	100	15
53	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

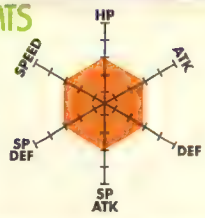
*Battle Frontier tutor move (*Emerald*)

009 Blastoise™

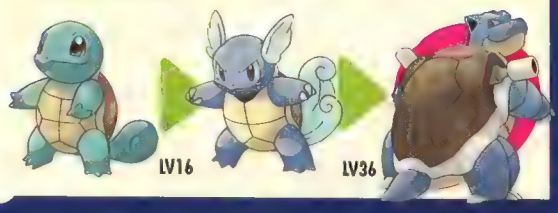
GENERAL INFO

SPECIES: Shellfish Pokémon
HEIGHT: 5'03"
WEIGHT: 189 lbs.
ABILITY: Torrent
Blastoise's Water-type attack power multiplies by 1.5 when its HPs get low.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Wartortle

LEAFGREEN Rarity: Evolve
Evolve Wartortle

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Bubble	Water	20	100	30
—	Withdraw	Normal	—	—	40
13	Water Gun	Water	40	100	25
19	Bite	Dark	60	100	25
25	Rapid Spin	Normal	20	100	40
31	Protect	Normal	—	—	10
42	Rain Dance	Water	—	—	5
55	Skull Bash	Normal	100	100	15
68	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Hydro Cannon	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

010 Caterpie™

GENERAL INFO

SPECIES: Worm Pokémon
HEIGHT: 1'00"
WEIGHT: 6 lbs.
ABILITY: Shield Dust
Protects Caterpie from being hit by any additional move effects.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Viridian Forest, Six Island, Route 25

LEAFGREEN Rarity: Common
Viridian Forest, Six Island, Route 25

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	String Shot	Bug	—	95	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

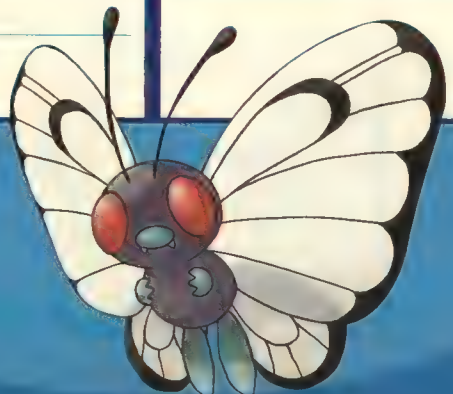
Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

None



011 Metapod™

GENERAL INFO

SPECIES: Cocoon Pokémon
HEIGHT: 2'04"
WEIGHT: 22 lbs.
ABILITY: Shed Skin
Enables Metapod to only have a status effect for one turn. Has a 30% chance of success.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Evolve Caterpie, Viridian Forest, Six Island, Route 25

LEAFGREEN Rarity: Common
Evolve Caterpie, Viridian Forest, Six Island, Route 25

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Harden	Normal	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

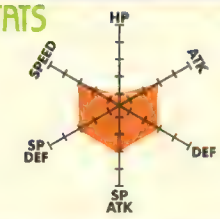
None

012 Butterfree™

GENERAL INFO

SPECIES: Butterfly Pokémon
HEIGHT: 3'07"
WEIGHT: 71 lbs.
ABILITY: Compoundeyes
Raises Butterfree's Accuracy by 30%.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Evolve Metapod

LEAFGREEN Rarity: Common
Evolve Metapod

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Targ)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Confusion	Psychic	50	100	25
13	Poisonpowder	Poison	—	75	35
14	Stun Spore	Grass	—	75	30
15	Sleep Powder	Grass	—	75	15
18	Supersonic	Normal	—	55	20
23	Whirlwind	Normal	—	100	20
28	Gust	Flying	40	100	35
34	Psybeam	Psychic	65	100	20
40	Safeguard	Normal	—	—	25
47	Silver Wind	Bug	60	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge | Dream Eater* | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

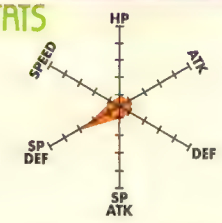
013 Weedle™

BUG POISON

GENERAL INFO

SPECIES: Hairy Bug Pokémon
HEIGHT: 1'00"
WEIGHT: 7 lbs.
ABILITY: Shield Dust
Protects Weedle from being hit by any additional move effects.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Viridian Forest, Six Island, Route 25

LEAFGREEN Rarity: Common
Viridian Forest, Six Island, Route 25

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
—	String Shot	Bug	—	95	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

None

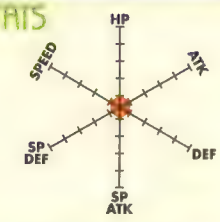
014 Kakuna™

BUG POISON

GENERAL INFO

SPECIES: Cocoon Pokémon
HEIGHT: 2'00"
WEIGHT: 22 lbs.
ABILITY: Shed Skin
Enables Kakuna to only have a status effect for one turn. Has a 30% chance of success.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Weedle, Viridian Forest, Six Island, Route 25

LEAFGREEN Rarity: Rare
Evolve Weedle, Viridian Forest, Six Island, Route 25

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Harden	Normal	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

None

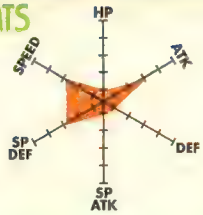
015 Beedrill™

BUG POISON

GENERAL INFO

SPECIES: Poison Bee Pokémon
HEIGHT: 3'03"
WEIGHT: 65 lbs.
ABILITY: Swarm
Beedrill's Bug-type attacks multiply by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Evolve Kakuna

LEAFGREEN Rarity: None
Evolve Kakuna

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Lok)

MOVES

Level	Attack	Type	Power	ACC	PP
10	Fury Attack	Normal	15	85	20
15	Focus Energy	Normal	—	—	30
20	Twineedle	Bug	25	100	20
25	Rage	Normal	20	100	20
30	Pursuit	Dark	40	100	20
35	Pin Missile	Bug	14	85	20
40	Agility	Psychic	—	—	30
45	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Sword Dance*		

*Battle Frontier tutor move (*Emerald*)

016 Pidgey™

NORMAL FLYING

GENERAL INFO

SPECIES: Tiny Bird Pokémon
HEIGHT: 1'00"
WEIGHT: 4 lbs.
ABILITY: Keen Eye
Protects Pidgey from having its Accuracy lowered.

STATS

EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Routes 1, 2, 3, 5, 6, 7, 8, 12, 13, 14, 15, 25

LEAFGREEN Rarity: Common
Routes 1, 2, 3, 5, 6, 7, 8, 12, 13, 14, 15, 25

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
5	Sand-Attack	Ground	—	100	15
9	Gust	Flying	40	100	35
13	Quick Attack	Normal	40	100	30
19	Whirlwind	Normal	—	100	20
25	Wing Attack	Flying	60	100	35
31	Featherdance	Flying	—	100	15
39	Agility	Psychic	—	—	30
47	Mirror Move	Flying	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Air Cutter	Flying	55	95	25
Faint Attack	Dark	60	—	20
Foresight	Normal	—	100	40
Pursuit	Dark	40	100	20
Steel Wing	Steel	70	90	25

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

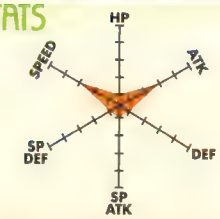
Double-Edge	Mimic	Substitute

017 Pidgeotto™

GENERAL INFO

SPECIES: Bird Pokémon
HEIGHT: 3'07"
WEIGHT: 66 lbs.
ABILITY: Keen Eye
Protects Pidgeotto from having its Accuracy lowered.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Pidgey, Route 13, Route 14, Route 15, Three Island, Five Island

LEAFGREEN Rarity: Rare
Evolve Pidgey, Route 13, Route 14, Route 15, Three Island, Five Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Lok)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Sand-Attack	Ground	—	100	15
—	Gust	Flying	40	100	35
13	Quick Attack	Normal	40	100	30
20	Whirlwind	Normal	—	100	20
27	Wing Attack	Flying	60	100	35
34	Featherdance	Flying	—	100	15
43	Agility	Psychic	—	—	30
52	Mirror Move	Flying	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

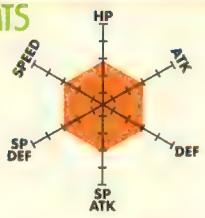
Double-Edge | Mimic | Substitute

018 Pidgeot™

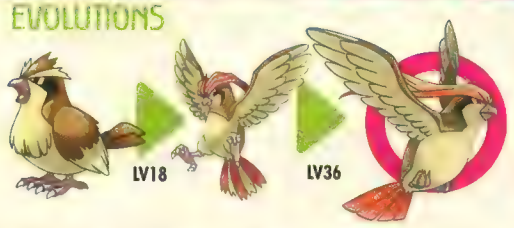
GENERAL INFO

SPECIES: Bird Pokémon
HEIGHT: 4'11"
WEIGHT: 87 lbs.
ABILITY: Keen Eye
Protects Pidgeot from having its Accuracy lowered.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Pidgeotto

LEAFGREEN Rarity: Evolve
Evolve Pidgeotto

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Pidgeotto

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Sand-Attack	Ground	—	100	15
—	Gust	Flying	40	100	35
—	Quick Attack	Normal	40	100	30
20	Whirlwind	Normal	—	100	20
27	Wing Attack	Flying	60	100	35
34	Featherdance	Flying	—	100	15
48	Agility	Psychic	—	—	30
62	Mirror Move	Flying	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge | Mimic | Substitute

019 Rattata™

GENERAL INFO

SPECIES: Mouse Pokémon
HEIGHT: 1'00"
WEIGHT: 8 lbs.
ABILITY 1: Run Away — *Allows Rattata to run away from wild Pokémon.*
ABILITY 2: Guts — *When Rattata has a status condition, its attack power multiplies by 1.5.*

STATS

EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE — **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED — **Rarity:** None
Routes 1, 2, 4, 9, 17, 18, 22, Pokémon Mansion

LEAFGREEN — **Rarity:** None
Routes 1, 2, 4, 9, 17, 18, 22, Pokémon Mansion

COLOSSEUM — **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD — **Rarity:** None
Trade from *FireRed/LeafGreen*

XD — **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
7	Quick Attack	Normal	40	100	30
13	Hyper Fang	Normal	80	90	15

Level	Attack	Type	Power	ACC	PP
20	Focus Energy	Normal	—	—	30
27	Pursuit	Dark	40	100	20
34	Super Fang	Normal	—	90	10
41	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10

TM/HM#	Name	Type	Power	ACC	PP
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Bite	Dark	60	100	25
Counter	Fighting	—	100	20
Flame Wheel	Fire	60	100	25
Fury Swipes	Normal	18	80	15
Reversal	Fighting	—	100	15
Screech	Normal	—	85	40
Swagger	Normal	—	90	15
Uproar	Normal	50	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Thunder Wave*

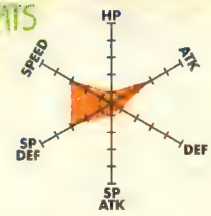
*Battle Frontier tutor move (*Emerald*)

020 Raticate™

GENERAL INFO

SPECIES: Mouse Pokémon
HEIGHT: 2'04"
WEIGHT: 41 lbs.
ABILITY 1: Run Away — *Allows Raticate to run away from wild Pokémon.*
ABILITY 2: Guts — *When Raticate' has a status condition, its attack power multiplies by 1.5.*

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE — **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED — **Rarity:** Rare
Route 17, Route 18, Pokémon Mansion

LEAFGREEN — **Rarity:** Rare
Route 17, Route 18, Pokémon Mansion

COLOSSEUM — **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD — **Rarity:** None
Trade from *FireRed/LeafGreen*

XD — **Rarity:** Only One
Citadark Island (Capture from Furgy)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Quick Attack	Normal	40	100	30
13	Hyper Fang	Normal	80	90	15

Level	Attack	Type	Power	ACC	PP
20	Scary Face	Normal	—	90	10
30	Pursuit	Dark	40	100	20
40	Super Fang	Normal	—	90	10
50	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10

TM/HM#	Name	Type	Power	ACC	PP
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

021 Spearow™

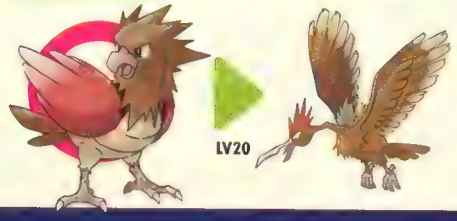
NORMAL FLYING

GENERAL INFO

SPECIES: Tiny Bird Pokémon
HEIGHT: 1'00"
WEIGHT: 4 lbs.
ABILITY: Keen Eye
Protects Spearow from having its Accuracy lowered.

STATS

EVOLUTIONS



LOCATION(S):

RUBY **Rarity: None**
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity: None**
Trade from *FireRed/LeafGreen*

FIRERED **Rarity: Common**
Routes 3, 4, 9, 10, 11, 17, 22, 23, One Island, Two Island, Six Island, Seven Island

LEAFGREEN **Rarity: Common**
Routes 3, 4, 9, 10, 11, 17, 22, 23, One Island, Two Island, Six Island, Seven Island

COLOSSEUM **Rarity: None**
Trade from *FireRed/LeafGreen*

EMERALD **Rarity: None**
Trade from *FireRed/LeafGreen*

XD **Rarity: Only One**
Phenac City (Capture from Cipher Peon Ezin)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
7	Leer	Normal	—	100	30
13	Fury Attack	Normal	15	85	20
19	Pursuit	Dark	40	100	20
25	Aerial Ace	Flying	60	—	20
31	Mirror Move	Flying	—	—	20
37	Drill Peck	Flying	80	100	20
43	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Astonish	Ghost	30	100	15
Faint Attack	Dark	60	—	20
False Swipe	Normal	40	100	40
Quick Attack	Normal	40	100	30
Scary Face	Normal	—	90	10
Sky Attack	Flying	140	90	5
Tri Attack	Normal	80	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

022 Fearow™

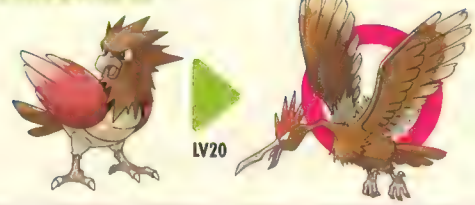
NORMAL FLYING

GENERAL INFO

SPECIES: Beak Pokémon
HEIGHT: 3'11"
WEIGHT: 84 lbs.
ABILITY: Keen Eye
Protects Fearow from having its Accuracy lowered.

STATS

EVOLUTIONS



LOCATION(S):

RUBY **Rarity: None**
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity: None**
Trade from *FireRed/LeafGreen*

FIRERED **Rarity: Rare**
Evolve Spearow, One Island, Two Island, Six Island, Seven Island, Routes 17, 18, 23

LEAFGREEN **Rarity: Rare**
Evolve Spearow, One Island, Two Island, Six Island, Seven Island, Routes 17, 18, 23

COLOSSEUM **Rarity: None**
Trade from *FireRed/LeafGreen*

EMERALD **Rarity: None**
Trade from *FireRed/LeafGreen*

XD **Rarity: Evolve**
Evolve Spearow

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
—	Leer	Normal	—	100	30
—	Fury Attack	Normal	15	85	20
26	Pursuit	Dark	40	100	20
32	Mirror Move	Flying	—	—	20
40	Drill Peck	Flying	80	100	20
47	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

023 Ekans™

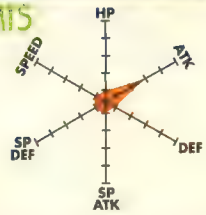
POISON

GENERAL INFO

SPECIES: Snake Pokémon
HEIGHT: 6'07"
WEIGHT: 15 lbs.
ABILITY 1: Shed Skin
Ekans only has status effects for one turn. Has a 30% chance of success.

ABILITY 2: Intimidate
Lowers an opponent's Attack when Ekans is brought into battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Routes 4, 8, 9, 10, 11, 23

LEAFGREEN Rarity: None
Trade from *FireRed/LeafGreen*

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wrap	Normal	15	85	20
—	Leer	Normal	—	100	30
8	Poison Sting	Poison	15	100	35
13	Bite	Dark	60	100	25
20	Glare	Normal	—	75	30
25	Screech	Normal	—	85	40
32	Acid	Poison	40	100	30
37	Stockpile	Normal	—	—	10
37	Swallow	Normal	—	—	10
37	Spit Up	Normal	100	100	10
44	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20

EGG MOVES*

Name	Type	Power	ACC	PP
Beat Up	Dark	10	100	10
Poison Fang	Poison	50	100	15
Pursuit	Dark	40	100	20
Slam	Normal	80	75	20
Spite	Ghost	—	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

024 Arbok™

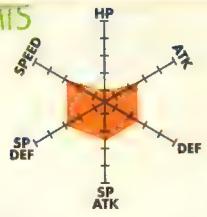
POISON

GENERAL INFO

SPECIES: Cobra Pokémon
HEIGHT: 11'06"
WEIGHT: 143 lbs.
ABILITY 1: Shed Skin
Arbok only has status effects for one turn. Has a 30% chance of success.

ABILITY 2: Intimidate
Lowers an opponent's Attack when Arbok is brought into battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Evolve Ekans, Route 23, Victory Road

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Smarton)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wrap	Normal	15	85	20
—	Leer	Normal	—	100	30
—	Poison Sting	Poison	15	100	35
—	Bite	Dark	60	100	25
20	Glare	Normal	—	75	30
28	Screech	Normal	—	85	40
38	Acid	Poison	40	100	30
46	Stockpile	Normal	—	—	10
46	Swallow	Normal	—	—	10
46	Spit Up	Normal	100	100	10
56	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

025 Pikachu™

ELECTRIC

GENERAL INFO

SPECIES: Mouse Pokémon
HEIGHT: 1'04"
WEIGHT: 13 lbs.
ABILITY: Static
An opponent has a 30% chance of being paralyzed if it strikes Pikachu.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Safari Zone

SAPPHIRE Rarity: Rare
Safari Zone

FIRERED Rarity: Rare
Viridian Forest, Power Plant

LEAFGREEN Rarity: Rare
Viridian Forest, Power Plant

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Thundershock	Electric	40	100	30
—	Growl	Normal	—	100	40
6	Tail Whip	Normal	—	100	30
8	Thunder Wave	Electric	—	100	20
11	Quick Attack	Normal	40	100	30
15	Double Team	Normal	—	—	15
20	Slam	Normal	80	75	20
26	Thunderbolt	Electric	95	100	15
33	Agility	Psychic	—	—	30
41	Thunder	Electric	120	70	10
50	Light Screen	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	Swift*
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

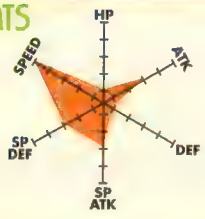
026 Raichu™

ELECTRIC

GENERAL INFO

SPECIES: Mouse Pokémon
HEIGHT: 2'07"
WEIGHT: 66 lbs.
ABILITY: Static
An opponent has a 30% chance of being paralyzed if it strikes Raichu.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Evolve Pikachu

SAPPHIRE Rarity: Evolve
Evolve Pikachu

FIRERED Rarity: Evolve
Evolve Pikachu

LEAFGREEN Rarity: Evolve
Evolve Pikachu

COLOSSEUM Rarity: None
Evolve Pikachu

EMERALD Rarity: Rare
Evolve Pikachu

XD Rarity: None
Evolve Pikachu

MOVES

Level	Attack	Type	Power	ACC	PP
—	Thundershock	Electric	40	100	30
—	Tail Whip	Normal	—	100	30
—	Quick Attack	Normal	40	100	30
—	Thunderbolt	Electric	95	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	Swift*
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

027 Sandshrew™

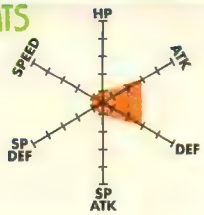
GROUND

GENERAL INFO

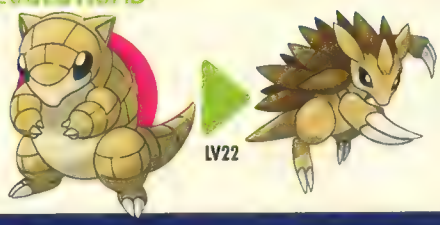
SPECIES: Mouse Pokémon
HEIGHT: 2'00"
WEIGHT: 26 lbs.
ABILITY: Sand Veil

During a sandstorm, Sandshrew gains the ability to evade more moves.

STATS



EVOLUTIONS



LOCATION(S):

RUBY — **Rarity:** Common
Route 111

SAPPHIRE — **Rarity:** Common
Route 111

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN — **Rarity:** Rare
Routes 4, 8, 9, 10, 11, 23

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD — **Rarity:** Common
Route 111, Mirage Tower

XD — **Rarity:** Common
Rock Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
6	Defense Curl	Normal	—	—	40
11	Sand-Attack	Ground	—	100	15
17	Poison Sting	Poison	15	100	35
23	Slash	Normal	70	100	20
30	Swift	Normal	60	—	20
37	Fury Swipes	Normal	18	80	15
45	Sand Tomb	Ground	15	70	15
53	Sandstorm	Rock	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Counter	Fighting	—	100	20
Crush Claw	Normal	75	95	10
Flail	Normal	—	100	15
Rapid Spin	Normal	20	100	40
Rock Slide	Rock	75	90	10
Safeguard	Normal	—	—	25
Swords Dance	Normal	—	—	30
Metal Claw	Steel	50	95	35

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Rock Slide*	Seismic Toss*
Substitute	Swords Dance*	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fury Cutter	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

028 Sandslash™

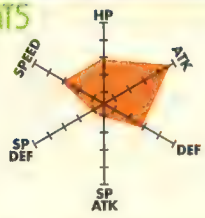
GROUND

GENERAL INFO

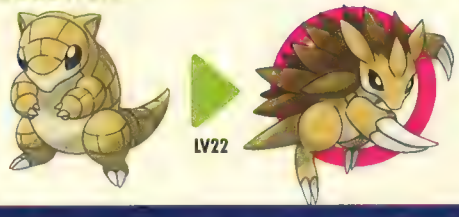
SPECIES: Mouse Pokémon
HEIGHT: 3'03"
WEIGHT: 65 lbs.
ABILITY: Sand Veil

During a sandstorm, Sandslash gains the ability to evade more moves.

STATS



EVOLUTIONS



LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Sandshrew

SAPPHIRE — **Rarity:** Evolve
Evolve Sandshrew

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN — **Rarity:** Rare
Route 23, Victory Road

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD — **Rarity:** Evolve
Evolve Sandshrew

XD — **Rarity:** Evolve
Evolve Sandshrew

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Defense Curl	Normal	—	—	40
—	Sand Attack	Ground	—	100	15
17	Poison Sting	Poison	15	100	35
24	Slash	Normal	70	100	20
33	Swift	Normal	60	—	20
42	Fury Swipes	Normal	18	80	15
52	Sand Tomb	Ground	15	70	15
62	Sandstorm	Rock	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Rock Slide*	Seismic Toss*
Substitute	Swords Dance*	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fury Cutter	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

029 Nidoran♀™

POISON

GENERAL INFO

SPECIES: Poison Pin Pokémon
HEIGHT: 1'04"
WEIGHT: 15 lbs.
ABILITY: Poison Point

If an opponent is striking Nidoran♀, it has a 30% chance of being poisoned.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Route 3, Safari Zone

LEAFGREEN Rarity: Common
Route 3, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
8	Tail Whip	Normal	—	100	30
12	Double Kick	Fighting	30	100	30
17	Poison Sting	Poison	15	100	35
20	Bite	Dark	60	100	25
23	Helping Hand	Normal	—	100	20
30	Fury Swipes	Normal	18	80	15
38	Flatter	Dark	—	100	15
47	Crunch	Dark	80	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Beat Up	Dark	10	100	10
Charm	Normal	—	100	20
Counter	Fighting	—	100	20
Disable	Normal	—	55	20
Focus Energy	Normal	—	—	30
Supersonic	Normal	—	55	20
Take Down	Normal	90	85	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Rock Slide*	Substitute

*Battle Frontier tutor move (*Emerald*)

030 Nidorina™

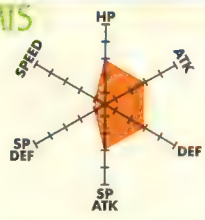
POISON

GENERAL INFO

SPECIES: Poison Pin Pokémon
HEIGHT: 2'07"
WEIGHT: 44 lbs.
ABILITY: Poison Point

If an opponent is striking Nidorina, it has a 30% chance of being poisoned.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Safari Zone

LEAFGREEN Rarity: Rare
Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
8	Tail Whip	Normal	—	100	30
12	Double Kick	Fighting	30	100	30
18	Poison Sting	Poison	15	100	35
22	Bite	Dark	60	100	25
26	Helping Hand	Normal	—	100	20
34	Fury Swipes	Normal	18	80	15
43	Flatter	Dark	—	100	15
53	Crunch	Dark	80	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

031 Nidoqueen™

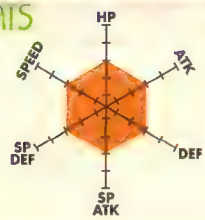
POISON GROUND

GENERAL INFO

SPECIES: Drill Pokémon
HEIGHT: 4'03"
WEIGHT: 132 lbs.
ABILITY: Poison Point

If an opponent is striking Nidoqueen, it has a 30% chance of being poisoned.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Nidorina

LEAFGREEN Rarity: Evolve
Evolve Nidorina

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Tail Whip	Normal	—	100	30
—	Double Kick	Fighting	30	100	30
—	Poison Sting	Poison	15	100	35
22	Body Slam	Normal	85	100	15
43	Superpower	Fighting	120	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

032 Nidoran♂™

POISON

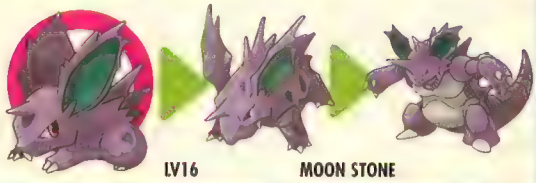
GENERAL INFO

SPECIES: Poison Pin Pokémon
HEIGHT: 1'08"
WEIGHT: 20 lbs.
ABILITY: Poison Point

If an opponent is striking Nidoran♂, it has a 30% chance of being poisoned.

STATS

EVOLUTIONS



LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Route 3, Safari Zone

LEAFGREEN Rarity: Rare
Route 3, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Peck	Flying	35	100	35
8	Focus Energy	Normal	—	—	30
12	Double Kick	Fighting	30	100	30
17	Poison Sting	Poison	15	100	35
20	Horn Attack	Normal	65	100	25
23	Helping Hand	Normal	—	100	20
30	Fury Attack	Normal	15	85	20
38	Flatter	Dark	—	100	15
47	Horn Drill	Normal	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Beat Up	Dark	10	100	10
Counter	Fighting	—	100	20
Disable	Normal	—	55	20
Focus Energy	Normal	—	—	30
Supersonic	Normal	—	55	20
Take Down	Normal	90	85	20
Amnesia	Psychic	—	—	20
Confusion	Psychic	50	100	25

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

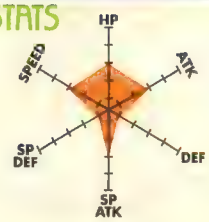
033 Nidorino™

POISON

GENERAL INFO

SPECIES: Poison Pin Pokémon
HEIGHT: 2'11"
WEIGHT: 43 lbs.
ABILITY: Poison Point
If an opponent is striking Nidorino, it has a 30% chance of being poisoned.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Safari Zone

LEAFGREEN Rarity: Rare
Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Peck	Flying	35	100	35
8	Focus Energy	Normal	—	—	30
12	Double Kick	Fighting	30	100	30
18	Poison Sting	Poison	15	100	35
22	Horn Attack	Normal	65	100	25
26	Helping Hand	Normal	—	100	20
34	Fury Attack	Normal	15	85	20
43	Flatter	Dark	—	100	15
53	Horn Drill	Normal	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

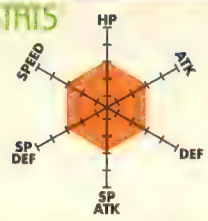
034 Nidoking™

POISON GROUND

GENERAL INFO

SPECIES: Drill Pokémon
HEIGHT: 4'07"
WEIGHT: 137 lbs.
ABILITY: Poison Point
If an opponent is striking Nidoking, it has a 30% chance of being poisoned.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Nidorino

LEAFGREEN Rarity: Evolve
Evolve Nidorino

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
—	Double Kick	Fighting	30	100	30
—	Peck	Flying	35	100	35
—	Focus Energy	Normal	—	—	30
22	Thrash	Normal	90	100	20
43	Megahorn	Bug	120	85	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

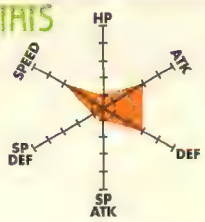
035 Clefairy™

GENERAL INFO

SPECIES: Fairy Pokémon
HEIGHT: 2'00"
WEIGHT: 17 lbs.
ABILITY: Cute Charm

If an opponent is striking Clefairy, it has a 30% chance of being attracted.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Rare
Mt. Moon

LEAFGREEN **Rarity:** Rare
Mt. Moon

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Growl	Normal	—	100	40
5	Encore	Normal	—	100	5
9	Sing	Normal	—	55	15
13	Doubleslap	Normal	15	85	10
17	Follow Me	Normal	—	100	20
21	Minimize	Normal	—	—	20
25	Defense Curl	Normal	—	—	40
29	Metronome	Normal	—	—	10
33	Cosmic Power	Normal	—	—	20
37	Moonlight	Normal	—	—	5
41	Light Screen	Psychic	—	—	30
45	Meteor Mash	Steel	100	85	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Softboiled	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

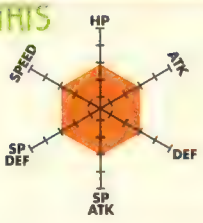
036 Clefable™

GENERAL INFO

SPECIES: Fairy Pokémon
HEIGHT: 4'03"
WEIGHT: 88 lbs.
ABILITY: Cute Charm

If an opponent is striking Clefable, it has a 30% chance of being attracted.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Rare
Evolve Clefairy

LEAFGREEN **Rarity:** Rare
Evolve Clefairy

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Sing	Normal	—	55	15
—	Doubleslap	Normal	15	85	10
—	Minimize	Normal	—	—	20
—	Metronome	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Softboiled	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

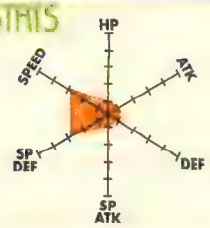
037 Vulpix™

GENERAL INFO

SPECIES: Fox Pokémon
HEIGHT: 2'00"
WEIGHT: 22 lbs.
ABILITY: Flash Fire

Enhances its Fire-type moves and protects Vulpix from being damaged by Fire-type moves.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Mt. Pyre

SAPPHIRE — **Rarity:** Common
Mt. Pyre

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN — **Rarity:** Common
Pokémon Mansion, Route 7, Route 8

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD — **Rarity:** Common
Mt. Pyre

XD — **Rarity:** Only One
Pyrite Town (Capture from Cipher Peon Mesin)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Ember	Fire	40	100	25
5	Tail Whip	Normal	—	100	30
9	Roar	Normal	—	100	20
13	Quick Attack	Normal	40	100	30
17	Will-O-Wisp	Fire	—	75	15
21	Confuse Ray	Ghost	—	100	10
25	Imprison	Psychic	—	100	15
29	Flamethrower	Fire	95	100	15
33	Safeguard	Normal	—	—	25
37	Grudge	Ghost	—	100	5
41	Fire Spin	Fire	15	70	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5

EGG MOVES*

Name	Type	Power	ACC	PP
Faint Attack	Dark	60	—	20
Hypnosis	Psychic	—	60	20
Flail	Normal	—	100	15
Disable	Normal	—	55	20
Howl	Normal	—	—	40
Psych Up	Normal	—	—	10
Heat Wave	Fire	100	90	10
Spite	Ghost	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

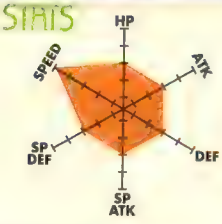
038 Ninetales™

GENERAL INFO

SPECIES: Fox Pokémon
HEIGHT: 3'07"
WEIGHT: 44 lbs.
ABILITY: Flash Fire

Enhances its Fire-type moves and protects Ninetales from being damaged by Fire-type moves.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Vulpix

SAPPHIRE — **Rarity:** Evolve
Evolve Vulpix

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN — **Rarity:** Evolve
Evolve Vulpix

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD — **Rarity:** Evolve
Evolve Vulpix

XD — **Rarity:** Evolve
Evolve Vulpix

MOVES

Level	Attack	Type	Power	ACC	PP
—	Ember	Fire	40	100	25
—	Quick Attack	Normal	40	100	30
—	Confuse Ray	Ghost	—	100	10
—	Safeguard	Normal	—	—	25
45	Fire Spin	Fire	15	70	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger	Swift*	

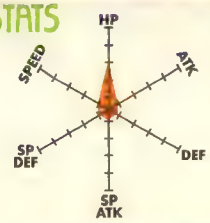
*Battle Frontier tutor move (*Emerald*)

039 Jigglypuff™

GENERAL INFO

SPECIES: Balloon Pokémon
HEIGHT: 1'08"
WEIGHT: 12 lbs.
ABILITY: Cute Charm
If an opponent is striking Jigglypuff, it has a 30% chance of being attracted.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — Rarity: Common
Route 115

SAPPHIRE — Rarity: Common
Route 115

FIRERED — Rarity: Rare
Route 3

LEAFGREEN — Rarity: Rare
Route 3

COLOSSEUM — Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — Rarity: Common
Route 115

XD — Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Sing	Normal	—	55	15
4	Defense Curl	Normal	—	—	40
9	Pound	Normal	40	100	35
14	Disable	Normal	—	55	20
19	Rollout	Rock	30	90	20
24	Doubleslap	Normal	15	85	10
29	Rest	Psychic	—	—	10
34	Body Slam	Normal	85	100	15
39	Mimic	Normal	—	100	10
44	Hyper Voice	Normal	90	100	10
49	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Metronome
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Thunderpunch*		

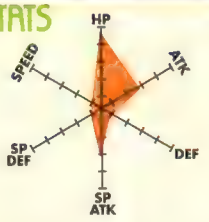
*Battle Frontier tutor move (*Emerald*)

040 Wigglytuff™

GENERAL INFO

SPECIES: Balloon Pokémon
HEIGHT: 3'03"
WEIGHT: 26 lbs.
ABILITY: Cute Charm
If an opponent is striking Wigglytuff, it has a 30% chance of being attracted.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — Rarity: Evolve
Evolve Jigglypuff

SAPPHIRE — Rarity: Evolve
Evolve Jigglypuff

FIRERED — Rarity: Evolve
Evolve Jigglypuff

LEAFGREEN — Rarity: Evolve
Evolve Jigglypuff

COLOSSEUM — Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — Rarity: Evolve
Evolve Jigglypuff

XD — Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Sing	Normal	—	55	15
—	Defense Curl	Normal	—	—	40
—	Disable	Normal	—	55	20
—	Doubleslap	Normal	15	85	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Metronome
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

041 Zubat™

POISON FLYING

GENERAL INFO

SPECIES: Bat Pokémon
HEIGHT: 2'07"
WEIGHT: 17 lbs.
ABILITY: Inner Focus
Zubat no longer flinches.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: **Common**
Cave of Origin, Granite Cave, Shoal Cave, Seafloor Cavern, Victory Road, Meteor Falls

SAPPHIRE Rarity: **Common**
Cave of Origin, Granite Cave, Shoal Cave, Seafloor Cavern, Victory Road, Meteor Falls

FIRERED Rarity: **Common**
Five Island, Mt. Moon, Rock Tunnel, Victory Road

LEAFGREEN Rarity: **Common**
Five Island, Mt. Moon, Rock Tunnel, Victory Road

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: **Common**
Altering Cave, Cave of Origin, Granite Cave, Shoal Cave, Seafloor Cavern, Meteor Falls

XD Rarity: **Common**
Cave Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leech Life	Bug	20	100	15
6	Astonish	Ghost	30	100	15
11	Supersonic	Normal	—	55	20
16	Bite	Dark	60	100	25
21	Wing Attack	Flying	60	100	35
26	Confuse Ray	Ghost	—	100	10
31	Air Cutter	Flying	55	95	25
36	Mean Look	Normal	—	100	5
41	Poison Fang	Poison	50	100	15
46	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
TM49	Snatch	Dark	—	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Quick Attack	Normal	40	100	30
Pursuit	Dark	40	100	20
Faint Attack	Dark	60	—	20
Whirlwind	Normal	—	100	20
Curse	Normal	—	—	—

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

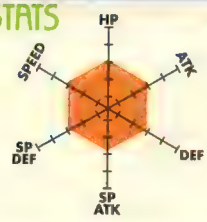
042 Golbat™

POISON FLYING

GENERAL INFO

SPECIES: Bat Pokémon
HEIGHT: 5'03"
WEIGHT: 121 lbs.
ABILITY: Inner Focus
Golbat no longer flinches.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: **Common**
Evolve Zubat, Cave of Origin, Granite Cave, Shoal Cave, Seafloor Cavern, Victory Road, Meteor Falls

SAPPHIRE Rarity: **Common**
Evolve Zubat, Cave of Origin, Granite Cave, Shoal Cave, Seafloor Cavern, Victory Road, Meteor Falls

FIRERED Rarity: **Rare**
Evolve Zubat, Five Island, Seafoam Islands, Victory Road

LEAFGREEN Rarity: **Rare**
Evolve Zubat, Five Island, Seafoam Islands, Victory Road

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: **Common**
Evolve Zubat, Cave of Origin, Granite Cave, Shoal Cave, Seafloor Cavern, Victory Road, Meteor Falls, Sky Pillar

XD Rarity: **Evolve**
Evolve Zubat

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leech Life	Bug	20	100	15
—	Screech	Normal	—	85	40
—/6	Astonish	Ghost	30	100	15
—/11	Supersonic	Normal	—	55	20
16	Bite	Dark	60	100	25
21	Wing Attack	Flying	60	100	35
28	Confuse Ray	Ghost	—	100	10
35	Air Cutter	Flying	55	95	25
42	Mean Look	Normal	—	100	5
49	Poison Fang	Poison	50	100	15
56	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
TM49	Snatch	Dark	—	100	10

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

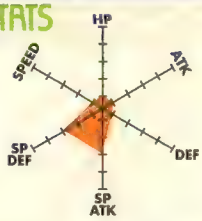
043 Oddish™

GRASS POISON

GENERAL INFO

SPECIES: Weed Pokémon
HEIGHT: 1'08"
WEIGHT: 12 lbs.
ABILITY: Chlorophyll
Oddish's Speed is doubled when the sunlight is strong.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Rare
Routes 110, 117, 119, 120, 121, 123, Safari Zone

SAPPHIRE Rarity: Rare
Routes 110, 117, 119, 120, 121, 123, Safari Zone

FIRERED Rarity: Rare
Two Island, Three Island, Six Island, Routes 5, 6, 7, 12, 13, 14, 15, 24, 25

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/FireRed*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Routes 110, 117, 119, 120, 121, 123, Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
7	Sweet Scent	Normal	—	100	20
14	Poisonpowder	Poison	—	75	35
16	Stun Spore	Grass	—	75	30
18	Sleep Powder	Grass	—	75	15
23	Acid	Poison	40	100	30
32	Moonlight	Normal	—	—	5
39	Petal Dance	Grass	70	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Charm	Normal	—	100	20
Flail	Normal	—	100	15
Ingrain	Grass	—	100	20
Razor Leaf	Grass	55	95	25
Synthesis	Grass	—	—	5
Swords Dance	Normal	—	—	30

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge | Mimic | Substitute | Swords Dance*

***Emerald* Only**

Endure* | Sleep Talk | Snore* | Swagger

*Battle Frontier tutor move (*Emerald*)

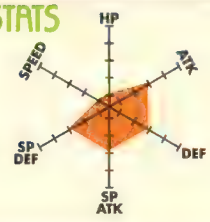
044 Gloom™

GRASS POISON

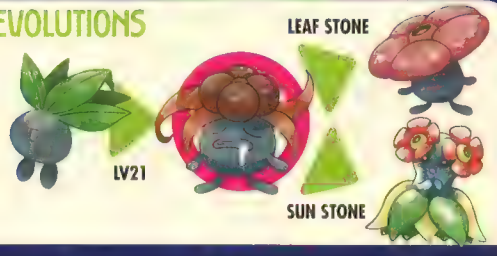
GENERAL INFO

SPECIES: Weed Pokémon
HEIGHT: 2'07"
WEIGHT: 19 lbs.
ABILITY: Chlorophyll
Gloom's Speed is doubled when the sunlight is strong.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: Rare
Evolve Oddish, Route 121, Route 123, Safari Zone

SAPPHIRE Rarity: Rare
Evolve Oddish, Route 121, Route 123, Safari Zone

FIRERED Rarity: Rare
Evolve Oddish, Two Island, Three Island, Six Island, Routes 12, 13, 14, 15

LEAFGREEN Rarity: None
Evolve Oddish, Trade from *Ruby/Sapphire/FireRed*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Rare
Evolve Oddish, Route 121, Route 123, Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
—	Sweet Scent	Normal	—	100	20
—	Poisonpowder	Poison	—	75	35
16	Stun Spore	Grass	—	75	30
18	Sleep Powder	Grass	—	75	15
24	Acid	Poison	40	100	30
35	Moonlight	Normal	—	—	5
44	Petal Dance	Grass	70	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge | Mimic | Substitute | Swords Dance*

***Emerald* Only**

Endure* | Sleep Talk | Snore* | Swagger

*Battle Frontier tutor move (*Emerald*)

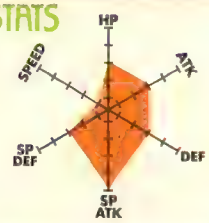
045 Vileplume™

GRASS POISON

GENERAL INFO

SPECIES: Flower Pokémon
HEIGHT: 3'11"
WEIGHT: 41 lbs.
ABILITY: Chlorophyll
Vileplume's Speed is doubled when the sunlight is strong.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Gloom

SAPPHIRE Rarity: Evolve
Evolve Gloom

FIRERED Rarity: Evolve
Evolve Gloom

LEAFGREEN Rarity: Evolve
Evolve Gloom, Trade from *Ruby/Sapphire/FireRed*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed*

EMERALD Rarity: Evolve
Evolve Gloom

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
—	Aromatherapy	Grass	—	—	5
—	Stun Spore	Grass	—	75	30
—	Mega Drain	Grass	40	100	10
44	Petal Dance	Grass	70	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Mimic
Substitute | Swords Dance*

***Emerald* Only**

Endure* | Sleep Talk | Snore*
Swagger

*Battle Frontier tutor move (*Emerald*)

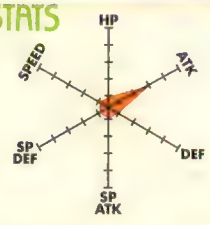
046 Paras™

BUG GRASS

GENERAL INFO

SPECIES: Mushroom Pokémon
HEIGHT: 1'00"
WEIGHT: 12 lbs.
ABILITY: Effect Spore
An opponent has a 10% chance of being paralyzed, poisoned, or put to sleep if it hits Paras.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Mt. Moon, Safari Zone

LEAFGREEN Rarity: Common
Mt. Moon, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Humah)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
7	Stun Spore	Grass	—	75	30
13	Poisonpowder	Poison	—	75	35
19	Leech Life	Bug	20	100	15
25	Spore	Grass	—	100	15
31	Slash	Normal	70	100	20
37	Growth	Normal	—	—	40
43	Giga Drain	Grass	60	100	5
49	Aromatherapy	Grass	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Counter	Fighting	—	100	20
False Swipe	Normal	40	100	40
Flail	Normal	—	100	15
Light Screen	Psychic	—	—	30
Psybeam	Psychic	65	100	20
Pursuit	Dark	40	100	20
Screech	Normal	—	85	40
Sweet Scent	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Counter* | Double-Edge
Mimic | Substitute | Swords Dance*

*Battle Frontier tutor move (*Emerald*)

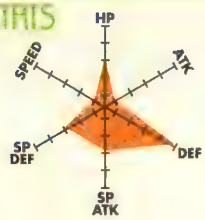
047 Parasect™

BUG GRASS

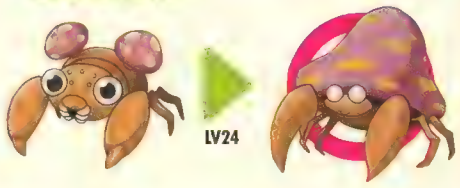
GENERAL INFO

SPECIES: Mushroom Pokémon
HEIGHT: 3'03"
WEIGHT: 65 lbs.
ABILITY: Effect Spore
An opponent has a 10% chance of being paralyzed, poisoned, or put to sleep if it hits Parasect.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Paras, Safari Zone

LEAFGREEN Rarity: Rare
Evolve Paras, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Paras

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Stun Spore	Grass	—	75	30
—	Poisonpowder	Poison	—	75	35
19	Leech Life	Bug	20	100	15
27	Spore	Grass	—	100	15
35	Slash	Normal	70	100	20
43	Growth	Normal	—	—	40
51	Giga Drain	Grass	60	100	5
59	Aromatherapy	Grass	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Swords Dance*

*Battle Frontier tutor move (*Emerald*)

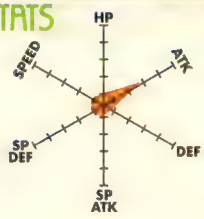
048 Venonat™

BUG POISON

GENERAL INFO

SPECIES: Insect Pokémon
HEIGHT: 3'03"
WEIGHT: 33 lbs.
ABILITY: Compoundeyes
Raises Venonat's Accuracy by 30%.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Three Island, Routes 12, 13, 14, 15, Safari Zone

LEAFGREEN Rarity: Common
Three Island, Routes 12, 13, 14, 15, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Disable	Normal	—	55	20
—	Foresight	Normal	—	100	40
9	Supersonic	Normal	—	55	20
17	Confusion	Psychic	50	100	25
20	Poisonpowder	Poison	—	75	35
25	Leech Life	Bug	20	100	15
28	Stun Spore	Grass	—	75	30
33	Psybeam	Psychic	65	100	20
36	Sleep Powder	Grass	—	75	15
41	Psychic	Psychic	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Baton Pass	Normal	—	—	40
Giga Drain	Grass	60	100	5
Screech	Normal	—	85	40
Signal Beam	Bug	75	100	15

*Learned Via Breeding

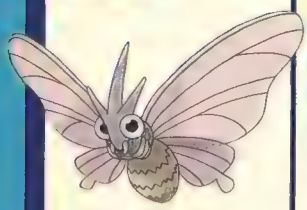
MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute

049 Venomoth™

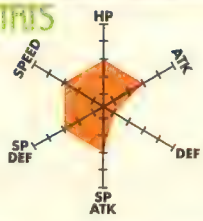
BUG / POISON



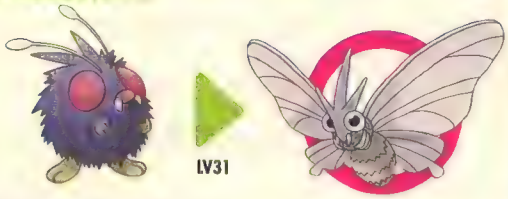
GENERAL INFO

SPECIES: Poison Moth Pokémon
HEIGHT: 4'11"
WEIGHT: 28 lbs.
ABILITY: Shield Dust
Protects Venomoth from being struck by extra effects of moves.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Three Island, Safari Zone

LEAFGREEN Rarity: Rare
Three Island, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Angic)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Disable	Normal	—	55	20
—	Foresight	Normal	—	100	40
—	Silver Wind	Bug	60	100	5
—	Supersonic	Normal	—	55	20
17	Confusion	Psychic	50	100	25
20	Poison Powder	Poison	—	75	35
25	Leech Life	Bug	20	100	15
28	Stun Spore	Grass	—	75	30
31	Gust	Flying	40	100	35
36	Psybeam	Psychic	65	100	20
42	Sleep Powder	Grass	—	75	15
52	Psychic	Psychic	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute

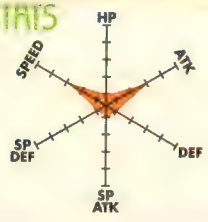
050 Diglett™

GROUND

GENERAL INFO

SPECIES: Mole Pokémon
HEIGHT: 0'08"
WEIGHT: 2 lbs.
ABILITY 1: Sand Veil
During a sandstorm, Diglett is able to evade more moves.
ABILITY 2: Arena Trap
Opponent cannot escape battle.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Diglett's Cave

LEAFGREEN Rarity: Common
Diglett's Cave

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Sand-Attack	Ground	—	100	15
5	Growl	Normal	—	100	40
9	Magnitude	Ground	—	100	30
17	Dig	Ground	60	100	10
21	Fury Swipes	Normal	18	80	15
25	Mud-Slap	Ground	20	100	10
33	Slash	Normal	70	100	20
41	Earthquake	Ground	100	100	10
49	Fissure	Ground	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Beat Up	Dark	10	100	10
Faint Attack	Dark	60	—	20
Pursuit	Dark	40	100	20
Rock Slide	Rock	75	90	10
Screech	Normal	—	85	40
Uproar	Normal	50	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

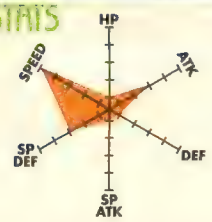
051 Dugtrio™

GROUND

GENERAL INFO

SPECIES: Mole Pokémon
HEIGHT: 2'04"
WEIGHT: 73 lbs.
ABILITY 1: Sand Veil
During a sandstorm, Dugtrio is able to evade more moves.
ABILITY 2: Arena Trap
Prevents an opponent from escaping during battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Diglett's Cave

LEAFGREEN Rarity: Rare
Diglett's Cave

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Kolax)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Sand-Attack	Ground	—	100	15
—	Tri Attack	Normal	80	100	10
—	Growl	Normal	—	100	40
9	Magnitude	Ground	—	100	30
17	Dig	Ground	60	100	10
21	Fury Swipes	Normal	18	80	15
25	Mud-Slap	Ground	20	100	10
26	Sand Tomb	Ground	15	70	15
38	Slash	Normal	70	100	20
51	Earthquake	Ground	100	100	10
64	Fissure	Ground	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM36	Sludge Bomb	Poison	90	100	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

052 Meowth™

GENERAL INFO

SPECIES: Scratch Cat Pokémon
HEIGHT: 1'04"
WEIGHT: 9 lbs.
ABILITY: Pickup
Allows Meowth to take items from opponent, and while walking in the wild.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Routes 5–8, Islands One, Two, Three, Five, Six, Seven

LEAFGREEN Rarity: Common
Routes 5–8, Islands One, Two, Three, Five, Six, Seven

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: Only One
Battle Frontier

XD Rarity: Only One
Phenac City (Capture from Cipher Peon Fostin)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
10	Bite	Dark	60	100	25
18	Pay Day	Normal	40	100	20
25	Faint Attack	Dark	60	—	20
31	Screech	Normal	—	85	40
36	Fury Swipes	Normal	18	80	15
40	Slash	Normal	70	100	20
43	Fake Out	Normal	40	100	10
45	Swagger	Normal	—	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Amnesia	Psychic	—	—	20
Assist	Normal	—	100	20
Charm	Normal	—	100	20
Hypnosis	Psychic	—	60	20
Psych Up	Normal	—	—	10
Spite	Ghost	—	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

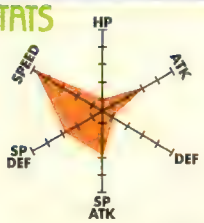
053 Persian™

NORMAL

GENERAL INFO

SPECIES: Classy Cat Pokémon
HEIGHT: 3'03"
WEIGHT: 71 lbs.
ABILITY: Limber
Prevents Persian from being paralyzed.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Meowth, Islands One, Two, Three, Five, Six, Seven

LEAFGREEN Rarity: Rare
Evolve Meowth, Islands One, Two, Three, Five, Six, Seven

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Meowth

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
—	Bite	Dark	60	100	25
18	Pay Day	Normal	40	100	20
25	Faint Attack	Dark	60	—	20
34	Screech	Normal	—	85	40
42	Fury Swipes	Normal	18	80	15
49	Slash	Normal	70	100	20
55	Fake Out	Normal	40	100	10
61	Swagger	Normal	—	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Dream Eater*
Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

054 Psyduck™

WATER

GENERAL INFO

SPECIES: Duck Pokémon
HEIGHT: 2'07"
WEIGHT: 43 lbs.
ABILITY 1: Damp
Prevents the opponent from using Selfdestruct or Explosion when Psyduck is in battle.

ABILITY 2: Cloud Nine
Prevents weather effects on all Pokémon while Psyduck is in that battle.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
Safari Zone

SAPPHIRE Rarity: Common
Safari Zone

FIRERED Rarity: Common
Routes 4, 6, 10, 11, 13, 19, 21, 24, Seafoam Islands, Safari Zone, Fuchsia City, Islands One, Two, Three, Five, Six, Seven

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/FireRed*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed*

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Sport	Water	—	100	15
—	Scratch	Normal	40	100	35
5	Tail Whip	Normal	—	100	30
10	Disable	Normal	—	55	20
16	Confusion	Psychic	50	100	25
23	Screech	Normal	—	85	40
31	Psych Up	Normal	—	—	10
40	Fury Swipes	Normal	18	80	15
50	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Hypnosis	Psychic	—	60	20
Psybeam	Psychic	65	100	20
Foresight	Normal	—	100	40
Light Screen	Psychic	—	—	30
Future Sight	Psychic	80	90	15
Psychic	Psychic	90	100	10
Refresh	Normal	—	100	20
Cross Chop	Fighting	100	80	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Counter* | Double-Edge
Mega Kick* | Mega Punch* | Mimic
Seismic Toss* | Substitute

***Emerald* Only**

Dynamicpunch | Endure* | Ice Punch*
Icy Wind* | Mud-Slap* | Psych Up*
Sleep Talk | Snore* | Swagger
Swift*

*Battle Frontier tutor move (*Emerald*)

055 Golduck™

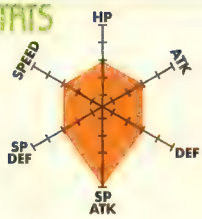
WATER

GENERAL INFO

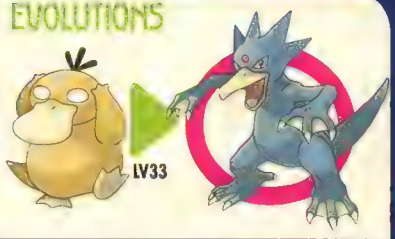
SPECIES: Duck Pokémon
HEIGHT: 5'07"
WEIGHT: 169 lbs.
ABILITY 1: Damp
Prevents the opponent from using Selfdestruct or Explosion when Golduck is in battle.

ABILITY 2: Cloud Nine
Prevents weather effects on all Pokémon while Golduck is in that battle.

STATS



EVOLUTIONS



LOCATION(S):

RUBY — **Rarity:** Rare
Safari Zone

SAPPHIRE — **Rarity:** Rare
Safari Zone

FIRERED — **Rarity:** Rare
Two Island, Three Island, Seafoam Island

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed*

EMERALD — **Rarity:** Rare
Safari Zone

XD — **Rarity:** Only One
Citadark Island (Capture from Navigator Abson)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Sport	Water	—	100	15
—	Scratch	Normal	40	100	35
5	Tail Whip	Normal	—	100	30
10	Disable	Normal	—	55	20
16	Confusion	Psychic	50	100	25
23	Screech	Normal	—	85	40
31	Psych Up	Normal	—	—	10
44	Fury Swipes	Normal	18	80	15
58	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

***Emerald* Only**

Dynamicpunch	Endure*	Fury Cutter
Ice Punch*	Icy Wind*	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

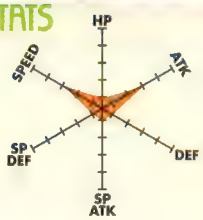
056 Mankey™

FIGHTING

GENERAL INFO

SPECIES: Pig Monkey Pokémon
HEIGHT: 1'08"
WEIGHT: 62 lbs.
ABILITY: Vital Spirit
Protects Mankey from being put to sleep.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE — **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED — **Rarity:** Common
Routes 3, 4, 22, 23, Rock Tunnel

LEAFGREEN — **Rarity:** Common
Routes 3, 4, 22, 23, Rock Tunnel

COLOSSEUM — **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD — **Rarity:** None
Trade from *FireRed/LeafGreen*

XD — **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
6	Low Kick	Fighting	—	100	20
11	Karate Chop	Fighting	50	100	25
16	Fury Swipes	Normal	18	80	15
21	Focus Energy	Normal	—	—	30
26	Seismic Toss	Fighting	—	100	20
31	Cross Chop	Fighting	100	80	5
36	Swagger	Normal	—	90	15
41	Screech	Normal	—	85	40
46	Thrash	Normal	90	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Beat Up	Dark	10	100	10
Foresight	Normal	—	100	40
Counter	Fighting	—	100	20
Meditate	Psychic	—	—	40
Revenge	Fighting	60	100	10
Reversal	Fighting	—	100	15
Rock Slide	Rock	75	90	10
Smellingsalt	Normal	60	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute		

*Battle Frontier tutor move (*Emerald*)

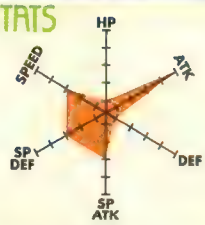
057 Primeape™

FIGHTING

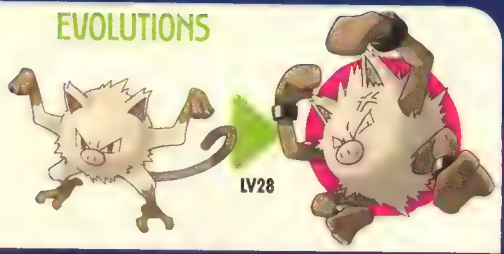
GENERAL INFO

SPECIES: Pig Monkey Pokémon
HEIGHT: 3'03"
WEIGHT: 71 lbs.
ABILITY: Vital Spirit
Protects Primeape from being put to sleep.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Route 23, Victory Road

LEAFGREEN Rarity: Common
Route 23, Victory Road

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Admin Gorigan)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
—	Low Kick	Fighting	—	100	20
—	Rage	Normal	20	100	20
11	Karate Chop	Fighting	50	100	25
16	Fury Swipes	Normal	18	80	15
21	Focus Energy	Normal	—	—	30
26	Seismic Toss	Fighting	—	100	20
28	Rage	Normal	20	100	20
35	Cross Chop	Fighting	100	80	5
44	Swagger	Normal	—	90	15
53	Screech	Normal	—	85	40
62	Thrash	Normal	90	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute		

*Battle Frontier tutor move (*Emerald*)

058 Growlithe™

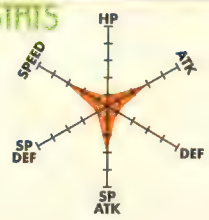
FIRE

GENERAL INFO

SPECIES: Puppy Pokémon
HEIGHT: 2'04"
WEIGHT: 42 lbs.
ABILITY 1: Flash Fire
Raises the power of Growlithe's Fire-type attacks and prevents it from being damaged by Fire-type attacks.

ABILITY 2: Intimidate
The opponent's attack power lowers when Growlithe goes into battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed*

SAPPHIRE Rarity: None
Trade from *FireRed*

FIRERED Rarity: Rare
Route 7, Route 8, Pokémon Mansion

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed*

EMERALD Rarity: None
Trade from *FireRed*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Humah)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Roar	Normal	—	100	20
7	Ember	Fire	40	100	25
13	Leer	Normal	—	100	30
19	Odor Sleuth	Normal	—	100	40
25	Take Down	Normal	90	85	20
31	Flame Wheel	Fire	60	100	25
37	Helping Hand	Normal	—	100	20
43	Agility	Psychic	—	—	30
49	Flamethrower	Fire	95	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Body Slam	Normal	85	100	15
Crunch	Dark	80	100	15
Fire Spin	Fire	15	70	15
Heat Wave	Fire	100	90	10
Howl	Normal	—	—	40
Safeguard	Normal	—	—	25
Thrash	Normal	90	100	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

059 Arcanine™

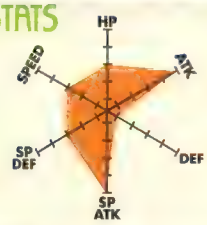
GENERAL INFO

SPECIES: Legendary Pokémon
HEIGHT: 6'03"
WEIGHT: 342 lbs.

ABILITY 1: Flash Fire
Raises the power of Growlithe's Fire-type Attacks and prevents it from being damaged by Fire-type attacks.

ABILITY 2: Intimidate
The opponent's attack power lowers when Growlithe goes into battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed*

SAPPHIRE Rarity: None
Trade from *FireRed*

FIRERED Rarity: Evolve
Evolve Growlithe

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed*

EMERALD Rarity: None
Trade from *FireRed*

XD Rarity: Evolve
Evolve Growlithe

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Roar	Normal	—	100	20
—	Ember	Fire	40	100	25
—	Odor Sleuth	Normal	—	100	40
49	Extremespeed	Normal	80	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

060 Poliwag™

GENERAL INFO

SPECIES: Tadpole Pokémon
HEIGHT: 2'00"
WEIGHT: 27 lbs.

ABILITY 1: Damp
No one can use Selfdestruct or Explosion while Poliwag is in battle.

ABILITY 2: Water Absorb
When a Water-type attack hits Poliwag, it gains 1/4 of its HPs back.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Two Island, Four Island, Six Island, Viridian City, Safari Zone

LEAFGREEN Rarity: Common
Two Island, Four Island, Six Island, Viridian City, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
7	Hypnosis	Psychic	—	60	20
13	Water Gun	Water	40	100	25
19	Doubleslap	Normal	15	85	10
25	Rain Dance	Water	—	—	5
31	Body Slam	Normal	85	100	15
37	Belly Drum	Normal	—	—	10
43	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Bubblebeam	Water	65	100	20
Haze	Ice	—	—	30
Ice Ball	Ice	30	90	20
Mind Reader	Normal	—	100	5
Mist	Ice	—	—	30
Water Sport	Water	—	100	15
Bounce	Flying	85	85	5

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

061 Poliwhirl™

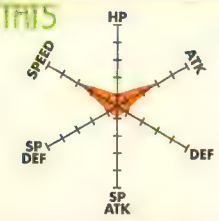
WATER

GENERAL INFO

SPECIES: Tadpole Pokémon
HEIGHT: 3'03"
WEIGHT: 44 lbs.
ABILITY 1: Damp
No one can use Selfdestruct or Explosion while Poliwhirl is in battle.

ABILITY 2: Water Absorb
When a Water attack hits Poliwhirl, it gains 1/4 of its HPs back.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Two Island, Six Island

LEAFGREEN Rarity: Rare
Two Island, Six Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
—	Hypnosis	Psychic	—	60	20
—	Water Gun	Water	40	100	25
19	Doubleslap	Normal	15	85	10
27	Rain Dance	Water	—	—	5
35	Body Slam	Normal	85	100	15
43	Belly Drum	Normal	—	—	10
51	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

062 Poliwrath™

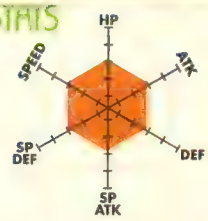
WATER FIGHTING

GENERAL INFO

SPECIES: Tadpole Pokémon
HEIGHT: 4'03"
WEIGHT: 119 lbs.
ABILITY 1: Damp
No one can use Selfdestruct or Explosion while Poliwrath is in battle.

ABILITY 2: Water Absorb
When a Water attack hits Poliwrath, it gains 1/4 of its HPs back.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Poliwhirl

LEAFGREEN Rarity: Evolve
Evolve Poliwhirl

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Gorigan)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Hypnosis	Psychic	—	60	20
—	Water Gun	Water	40	100	25
—	Doubleslap	Normal	15	85	10
—	Submission	Fighting	80	80	25
51	Mind Reader	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

063 Abra™

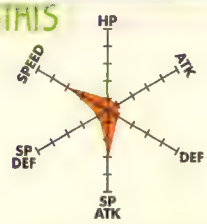
PSYCHIC

GENERAL INFO

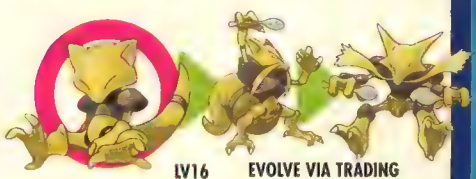
SPECIES: Psi Pokémon
HEIGHT: 2'11"
WEIGHT: 43 lbs.
ABILITY1: Synchronize
When an opponent inflicts a Poison, Paralyze, or Burn condition on Abra, it receives the same status ailment.

ABILITY2: Inner Focus
Prevents Abra from flinching.

STATS



EVOLUTIONS



LV16 EVOLVE VIA TRADING

LOCATION(S):

RUBY Rarity: Common
Granite Cave

SAPPHIRE Rarity: Common
Granite Cave

FIRERED Rarity: Rare
Route 24, Route 25

LEAFGREEN Rarity: Rare
Route 24, Route 25

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Granite Cave, Route 116

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Teleport	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Encore	Normal	—	100	5
Knock Off	Dark	20	100	20
Fire Punch	Fire	75	100	15
Thunderpunch	Electric	75	100	15
Ice Punch	Ice	75	100	15
Barrier	Psychic	—	—	30

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Psych Up*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

064 Kadabra™

PSYCHIC

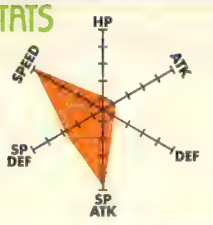
GENERAL INFO

SPECIES: Psi Pokémon
HEIGHT: 4'03"
WEIGHT: 125 lbs.

ABILITY1: Synchronize
When an opponent inflicts a Poison, Paralyze, or Burn condition on Kadabra, it receives the same status ailment.

ABILITY2: Inner Focus
Prevents Kadabra from flinching.

STATS



EVOLUTIONS

LV16 EVOLVE VIA TRADING

LOCATION(S):

RUBY Rarity: Evolve
Evolve Abra

SAPPHIRE Rarity: Evolve
Evolve Abra

FIRERED Rarity: Rare
Cerulean Cave

LEAFGREEN Rarity: Rare
Cerulean Cave

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Abra

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Teleport	Psychic	—	—	20
—	Kinesis	Psychic	—	80	15
—/16	Confusion	Psychic	50	100	25
18	Disable	Normal	—	55	20
21	Psybeam	Psychic	65	100	20
23	Reflect	Psychic	—	—	20
25	Recover	Normal	—	—	20
30	Future Sight	Psychic	80	90	15
33	Role Play	Psychic	—	100	10
36	Psychic	Psychic	90	100	10
43	Trick	Psychic	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Psych Up*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

065 Alakazam™

PSYCHIC

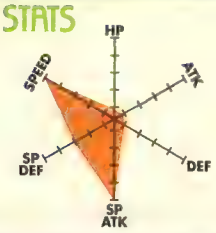
GENERAL INFO

SPECIES: Psi Pokémon
HEIGHT: 4'11"
WEIGHT: 106 lbs.

ABILITY 1: Synchronize
When an opponent inflicts a Poison, Paralyze, or Burn condition on Alakazam, it receives the same status ailment.

ABILITY 2: Inner Focus
Prevents Alakazam from flinching.

STATS



EVOLUTIONS

LV16 EVOLVE VIA TRADING

LOCATION(S):

RUBY Rarity: Evolve
Evolve Kadabra

SAPPHIRE Rarity: Evolve
Evolve Kadabra

FIRERED Rarity: Evolve
Evolve Kadabra

LEAFGREEN Rarity: Evolve
Evolve Kadabra

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Kadabra

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Teleport	Psychic	—	—	20
—	Kinesis	Psychic	—	80	15
—/16	Confusion	Psychic	50	100	25
18	Disable	Normal	—	55	20
21	Psybeam	Psychic	65	100	20
23	Reflect	Psychic	—	—	20
25	Recover	Normal	—	—	20
30	Future Sight	Psychic	80	90	15
33	Calm Mind	Psychic	—	—	20
36	Psychic	Psychic	90	100	10
43	Trick	Psychic	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Psych Up*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

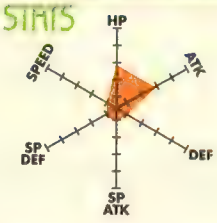
066 Machop™

FIGHTING

GENERAL INFO

SPECIES: Superpower Pokémon
HEIGHT: 2'07"
WEIGHT: 43 lbs.
ABILITY: Guts
When Machop has a status condition, its attack power multiplies by 1.5.

STATS



EVOLUTIONS

LV28 EVOLVE VIA TRADING

LOCATION(S):

RUBY Rarity: Common
Route 112, Jagged Pass, Fiery Path

SAPPHIRE Rarity: Common
Route 112, Jagged Pass, Fiery Path

FIRERED Rarity: Common
One Island, Rock Tunnel, Victory Road

LEAFGREEN Rarity: Common
One Island, Rock Tunnel, Victory Road

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Jagged Pass, Fiery Path

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Low Kick	Fighting	—	100	20
—	Leer	Normal	—	100	30
7	Focus Energy	Normal	—	—	30
13	Karate Chop	Fighting	50	100	25
19	Seismic Toss	Fighting	—	100	20
22	Foresight	Normal	—	100	40
25	Revenge	Fighting	60	100	10
31	Vital Throw	Fighting	70	100	10
37	Submission	Fighting	80	80	25
40	Cross Chop	Fighting	100	80	5
43	Scary Face	Normal	—	90	10
49	Dynamicpunch	Fighting	100	50	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Light Screen	Psychic	—	—	30
Meditate	Psychic	—	—	40
Encore	Normal	—	100	5
Smellingsalt	Normal	60	100	10
Counter	Fighting	—	100	20
Rock Slide	Rock	75	90	10
Rolling Kick	Fighting	60	85	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Metronome
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

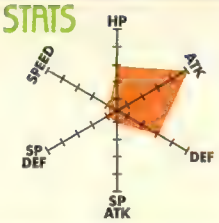
067 Machoke™

FIGHTING

GENERAL INFO

SPECIES: Superpower Pokémon
HEIGHT: 4'01"
WEIGHT: 155 lbs.
ABILITY: Guts
When Machoke has a status condition, its attack power multiplies by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Machop

SAPPHIRE Rarity: Evolve
Evolve Machop

FIRERED Rarity: Rare
Cerulean Cave, Victory Road, One Island

LEAFGREEN Rarity: Rare
Cerulean Cave, Victory Road, One Island

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Machop

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Low Kick	Fighting	—	100	20
—	Leer	Normal	—	100	30
—/1	Focus Energy	Normal	—	—	30
13	Karate Chop	Fighting	50	100	25
19	Seismic Toss	Fighting	—	100	20
22	Foresight	Normal	—	100	40
25	Revenge	Fighting	60	100	10
33	Vital Throw	Fighting	70	100	10
41	Submission	Fighting	80	80	25
46	Cross Chop	Fighting	100	80	5
51	Scary Face	Normal	—	90	10
59	Dynamicpunch	Fighting	100	50	5

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Mud-Slap*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

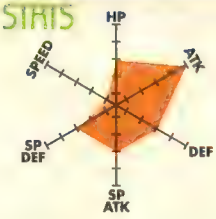
068 Machamp™

FIGHTING

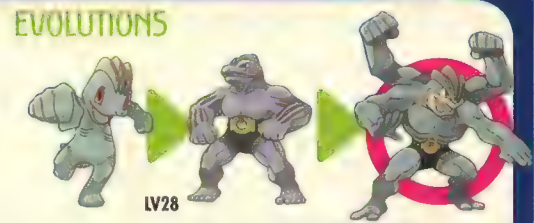
GENERAL INFO

SPECIES: Superpower Pokémon
HEIGHT: 5'03"
WEIGHT: 287 lbs.
ABILITY: Guts
When Machamp has a status condition, its attack power multiplies by 1.5.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Evolve
Evolve Machoke

SAPPHIRE Rarity: Evolve
Evolve Machoke

FIRERED Rarity: Evolve
Evolve Machoke

LEAFGREEN Rarity: Evolve
Evolve Machoke

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Machoke

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Low Kick	Fighting	—	100	20
—	Leer	Normal	—	100	30
—/1	Focus Energy	Normal	—	—	30
13	Karate Chop	Fighting	50	100	25
19	Seismic Toss	Fighting	—	100	20
22	Foresight	Normal	—	100	40
25	Revenge	Fighting	60	100	10
33	Vital Throw	Fighting	70	100	10
41	Submission	Fighting	80	80	25
46	Cross Chop	Fighting	100	80	5
51	Scary Face	Normal	—	90	10
59	Dynamicpunch	Fighting	100	50	5

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Light Screen	Psychic	—	—	30
Mediate	Psychic	—	—	40
Encore	Normal	—	100	5
Smellingsalt	Normal	60	100	10
Counter	Fighting	—	100	20
Rock Slide	Rock	75	90	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Mud-Slap*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

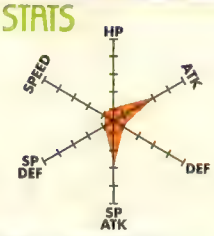
069 Bellsprout™

GRASS POISON

GENERAL INFO

SPECIES: Flower Pokémon
HEIGHT: 2'04"
WEIGHT: 9 lbs.
ABILITY: Chlorophyll
When the sunlight is strong, Bellsprout's Speed doubles.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *LeafGreen*

SAPPHIRE Rarity: None
Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: Common
Two Island, Three Island, Six Island, Routes 5, 6, 7, 12, 13, 14, 15

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: None
Trade from *LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Vine Whip	Grass	35	100	10
6	Growth	Normal	—	—	40
11	Wrap	Normal	15	85	20
15	Sleep Powder	Grass	—	75	15
17	Poisonpowder	Poison	—	75	35
19	Stun Spore	Grass	—	75	30
23	Acid	Poison	40	100	30
30	Sweet Scent	Normal	—	100	20
37	Razor Leaf	Grass	55	95	25
45	Slam	Normal	80	75	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Encore	Normal	—	100	5
Ingrain	Grass	—	100	20
Leech Life	Bug	20	100	15
Magical Leaf	Grass	60	—	20
Reflect	Psychic	—	—	20
Swords Dance	Normal	—	—	30
Synthesis	Grass	—	—	5

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

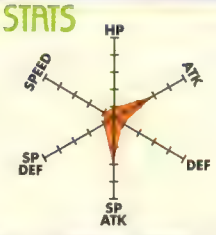
070 Weepinbell™

GRASS POISON

GENERAL INFO

SPECIES: Flycatcher Pokémon
HEIGHT: 3'03"
WEIGHT: 14 lbs.
ABILITY: Chlorophyll
When the sunlight is strong, Weepinbell's Speed doubles.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *LeafGreen*

SAPPHIRE Rarity: None
Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: Rare
Evolve Bellsprout, Two Island, Three Island, Six Island, Routes 12, 13, 14, 15

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Angic)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Vine Whip	Grass	35	100	10
—	Growth	Normal	—	—	40
—	Wrap	Normal	15	85	20
15	Sleep Powder	Grass	—	75	15
17	Poison Powder	Poison	—	75	35
19	Stun Spore	Grass	—	75	30
24	Acid	Poison	40	100	30
33	Sweet Scent	Normal	—	100	20
42	Razor Leaf	Grass	55	95	25
54	Slam	Normal	80	75	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

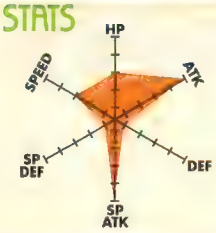
071 Victreebel™

GRASS POISON

GENERAL INFO

SPECIES: Flycatcher Pokémon
HEIGHT: 5'07"
WEIGHT: 34 lbs.
ABILITY: Chlorophyll
When the sunlight is strong, Victreebel's Speed doubles.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *LeafGreen*

SAPPHIRE Rarity: None
Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: Evolve
Evolve Weepinbell

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: Evolve
Evolve Weepinbell

MOVES

Level	Attack	Type	Power	ACC	PP
—	Stockpile	Normal	—	—	10
—	Spit Up	Normal	100	100	10
—	Swallow	Normal	—	—	10

Level	Attack	Type	Power	ACC	PP
—	Sleep Powder	Grass	—	75	15
—	Razor Leaf	Grass	55	95	25
—	Vine Whip	Grass	35	100	10
—	Sweet Scent	Normal	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20

TM/HM#	Name	Type	Power	ACC	PP
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

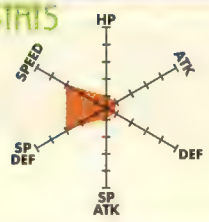
072 Tentacool™

WATER POISON

GENERAL INFO

SPECIES: Jellyfish Pokémon
HEIGHT: 2'11"
WEIGHT: 100 lbs.
ABILITY 1: Clear Body
Protects Tentacool from having its stats lowered.
ABILITY 2: Liquid Ooze
Damages opponents when they absorb HPs from Tentacool.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Common
Slateport City, Pacifidlog Town, Ever Grande City, Mossdeep City, Lilycove City, Dewford Town, Shoal Cave, Seafloor Cavern, Abandoned Ship, Sootopolis City, Routes 103, 105-110, 115, 118, 119, 121-134

SAPPHIRE Rarity: Common
Slateport City, Pacifidlog Town, Ever Grande City, Mossdeep City, Lilycove City, Dewford Town, Shoal Cave, Seafloor Cavern, Abandoned Ship, Sootopolis City, Routes 103, 105-110, 115, 118, 119, 121-134

FIRERED Rarity: Common
One Island, Three Island, Five Island, Six Island, Seven Island, Routes 4, 10, 11, 12, 13, 19, 20, 21, 24, Cerulean City, Vermilion City

LEAFGREEN Rarity: Common
One Island, Three Island, Five Island, Six Island, Seven Island, Routes 4, 10, 11, 12, 13, 19, 20, 21, 24, Cerulean City, Vermilion City

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Routes 103, 105–110, 115, 118, 119, 121–134, Abandoned Ship, Dewford Town, Ever Grande City, Lilycove City, Mossdeep City, Pacifidlog Town, Seafloor Cavern, Shoal Cave, Slateport City, Sootopolis City

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
6	Supersonic	Normal	—	55	20
12	Constrict	Normal	10	100	35
19	Acid	Poison	40	100	30

Level	Attack	Type	Power	ACC	PP
25	Bubblebeam	Water	65	100	20
30	Wrap	Normal	15	85	20
36	Barrier	Psychic	—	—	30
43	Screech	Normal	—	85	40
49	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20

TM/HM#	Name	Type	Power	ACC	PP
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Mirror Coat	Psychic	—	100	20
Safeguard	Normal	—	—	25
Confuse Ray	Ghost	—	100	10
Aurora Beam	Ice	65	100	20
Rapid Spin	Normal	20	100	40
Haze	Ice	—	—	30

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute
Sword Dance*		

Emerald Only

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

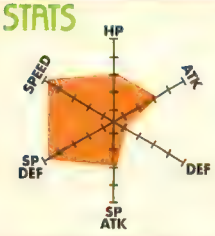
073 Tentacruel™

WATER POISON

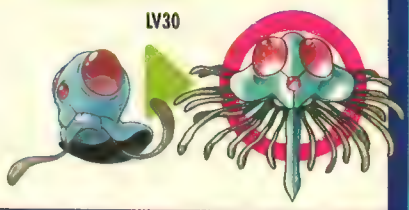
GENERAL INFO

SPECIES: Jellyfish Pokémon
HEIGHT: 5'03"
WEIGHT: 121 lbs.
ABILITY 1: Clear Body
Protects Tentacruel from having its stats lowered.
ABILITY 2: Liquid Ooze
Damages opponents when they absorb HPs from Tentacruel.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: Rare
Abandoned Ship

SAPPHIRE Rarity: Rare
Abandoned Ship

FIRERED Rarity: Rare
Evolve Tentacool, Islands One, Three, Five, Six, Seven

LEAFGREEN Rarity: Common
Evolve Tentacool, Islands One, Three, Five, Six, Seven

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Evolve Tentacool, Abandoned Ship

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
—/6	Supersonic	Normal	—	55	20
—/12	Constrict	Normal	10	100	35
19	Acid	Poison	40	100	30
25	Bubblebeam	Water	65	100	20
30	Wrap	Normal	15	85	20
38	Barrier	Psychic	—	—	30
47	Screech	Normal	—	85	40
55	Hydro Pump	Water	120	80	5

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge, Mimic, Substitute, Sword Dance*

***Emerald* Only**

Endure*, Icy Wind*, Sleep Talk, Snore*, Swagger

*Battle Frontier tutor move (*Emerald*)

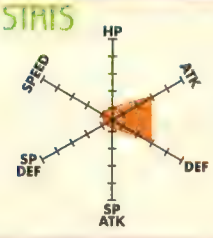
074 Geodude™

ROCK GROUND

GENERAL INFO

SPECIES: Rock Pokémon
HEIGHT: 1'04"
WEIGHT: 44 lbs.
ABILITY 1: Rock Head
Protects Geodude from receiving recoil damage from Submission, Take Down, and Double-Edge.
ABILITY 2: Sturdy
Prevents Geodude from receiving a one hit KO.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Common
Route 111, Route 114, Victory Road, Safari Zone, Granite Cave

SAPPHIRE Rarity: Common
Route 111, Route 114, Victory Road, Safari Zone, Granite Cave

FIRERED Rarity: Common
One Island, Seven Island, Victory Road, Mt. Moon, Rock Tunnel

LEAFGREEN Rarity: Common
One Island, Seven Island, Victory Road, Mt. Moon, Rock Tunnel

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Route 111, Route 114, Granite Cave, Magma Hideout, Victory Road, Safari Zone, Cerulean Cave, One Island, Seven Island

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Defense Curl	Normal	—	—	40
6	Mud Sport	Ground	—	100	15
11	Rock Throw	Rock	50	90	15
16	Magnitude	Ground	—	100	30
21	Selfdestruct	Normal	200	100	5
26	Rollout	Rock	30	90	20
31	Rock Blast	Rock	25	80	10
36	Earthquake	Ground	100	100	10
41	Explosion	Normal	250	100	5
46	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Rock Slide	Rock	75	90	10
Block	Normal	—	100	5
Mega Punch	Normal	80	85	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*, Counter*, Double-Edge, Explosion, Mega Punch*, Mimic, Rock Slide*, Seismic Toss*, Substitute

***Emerald* Only**

Defense Curl*, Dynamicpunch, Endure*, Fire Punch*, Metronome, Mud-Slap*, Rollout, Sleep Talk, Snore*, Swagger

*Battle Frontier tutor move (*Emerald*)

075 Graveler™

ROCK GROUND

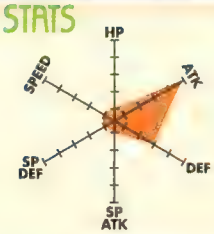
GENERAL INFO

SPECIES: Rock Pokémon
HEIGHT: 3'03"
WEIGHT: 232 lbs.

ABILITY 1: Rock Head
Protects Graveler from receiving recoil damage from Submission, Take Down, and Double-Edge.

ABILITY 2: Sturdy
Prevents Graveler from receiving a one hit KO.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Victory Road

SAPPHIRE — **Rarity:** Common
Victory Road

FIRERED — **Rarity:** Rare
Cerulean Cave

LEAFGREEN — **Rarity:** Rare
Cerulean Cave

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — **Rarity:** Common
Evolve Geodude, Magma Hideout, Victory Road

XD — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Defense Curl	Normal	—	—	40
—/6	Mud Sport	Ground	—	100	15
—/11	Rock Throw	Rock	50	90	15
16	Magnitude	Ground	—	100	30
21	Selfdestruct	Normal	200	100	5
29	Rollout	Rock	30	90	20
37	Rock Blast	Rock	25	80	10
45	Earthquake	Ground	100	100	10
53	Explosion	Normal	250	100	5
62	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Explosion	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Metronome	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

076 Golem™

ROCK GROUND

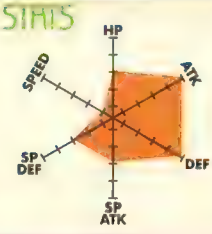
GENERAL INFO

SPECIES: Megaton Pokémon
HEIGHT: 4'07"
WEIGHT: 662 lbs.

ABILITY 1: Rock Head
Protects Golem from receiving recoil damage from Submission, Take Down, and Double-Edge.

ABILITY 2: Sturdy
Prevents Golem from receiving a one hit KO.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Trade
Evolve Graveler

SAPPHIRE — **Rarity:** Trade
Evolve Graveler

FIRERED — **Rarity:** Evolve
Evolve Graveler

LEAFGREEN — **Rarity:** Evolve
Evolve Graveler

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — **Rarity:** Evolve
Evolve Graveler

XD — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Defense Curl	Normal	—	—	40
—/6	Mud Sport	Ground	—	100	15
—/11	Rock Throw	Rock	50	90	15
16	Magnitude	Ground	—	100	30
21	Selfdestruct	Normal	200	100	5
29	Rollout	Rock	30	90	20
37	Rock Blast	Rock	25	80	10
45	Earthquake	Ground	100	100	10
53	Explosion	Normal	250	100	5
62	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Explosion	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Fury Cutter	Metronome
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

077 Ponyta™

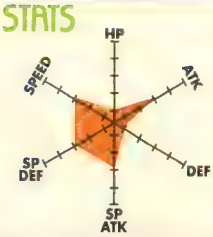
GENERAL INFO

SPECIES: Fire Horse Pokémon
HEIGHT: 3'03"
WEIGHT: 66 lbs.

ABILITY 1: Flash Fire
Raises Ponyta's Fire-type attacks; prevents Fire-type Attacks from damaging Ponyta.

ABILITY 2: Run Away
Allows Ponyta to escape from wild Pokémon.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
One Island

LEAFGREEN Rarity: Common
One Island

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Quick Attack	Normal	40	100	30
5	Growl	Normal	—	100	40
9	Tail Whip	Normal	—	100	30
14	Ember	Fire	40	100	25
19	Stomp	Normal	65	100	20
25	Fire Spin	Fire	15	70	15
31	Take Down	Normal	90	85	20
38	Agility	Psychic	—	—	30
45	Bounce	Flying	85	85	5
53	Fire Blast	Fire	120	85	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20

EGG MOVES*

Name	Type	Power	ACC	PP
Charm	Normal	—	100	20
Double Kick	Fighting	30	100	30
Double-Edge	Normal	120	100	15
Flame Wheel	Fire	60	100	25
Hypnosis	Psychic	—	60	20
Thrash	Normal	90	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

078 Rapidash™

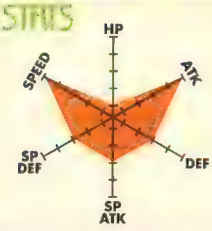
GENERAL INFO

SPECIES: Fire Horse Pokémon
HEIGHT: 5'07"
WEIGHT: 209 lbs.

ABILITY 1: Flash Fire
Raises Rapidash's Fire-type attacks; prevents Fire-type Attacks from damaging Rapidash.

ABILITY 2: Run Away
Allows Rapidash to escape from wild Pokémon.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade Ponyta

SAPPHIRE Rarity: None
Trade Ponyta

FIRERED Rarity: Rare
Evolve Ponyta, One Island

LEAFGREEN Rarity: Rare
Evolve Ponyta, One Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Kolest)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Quick Attack	Normal	40	100	30
—	Growl	Normal	—	100	40
—	Tail Whip	Normal	—	100	30
—	Ember	Fire	40	100	25
19	Stomp	Normal	65	100	20
25	Fire Spin	Fire	15	70	15
31	Take Down	Normal	90	85	20
38	Agility	Psychic	—	—	30
40	Fury Attack	Normal	15	85	20
50	Bounce	Flying	85	85	5
63	Fire Blast	Fire	120	85	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

079 Slowpoke™

WATER PSYCHIC

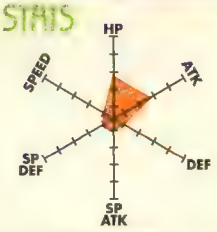
GENERAL INFO

SPECIES: Dopey Pokémon
HEIGHT: 3'11"
WEIGHT: 79 lbs.

ABILITY 1: Oblivious
Prevents Slowpoke from being attracted.

ABILITY 2: Own Tempo
Prevents Slowpoke from being confused.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *LeafGreen*

SAPPHIRE Rarity: None
Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: Common
Islands One, Two, Three, Four, Five, Six, Seven, Routes 4, 10, 11, 12, 13, 14, 19, 20, 21, 24, 25, Fuchsia City, Vermilion City, Viridian City, Safari Zone

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: None
Trade from *LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Curse	—	—	—	10
—	Tackle	Normal	35	95	35
—	Yawn	Normal	—	100	10
6	Growl	Normal	—	100	40
13	Water Gun	Water	40	100	25
17	Confusion	Psychic	50	100	25
24	Disable	Normal	—	55	20
29	Headbutt	Normal	70	100	15
36	Amnesia	Psychic	—	—	20
40	Psychic	Psychic	90	100	10
47	Psych Up	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Belly Drum	Normal	—	—	10
Future Sight	Psychic	80	90	15
Mud Sport	Ground	—	100	15
Safeguard	Normal	—	—	25
Sleep Talk	Normal	—	—	10
Snore	Normal	40	100	15
Stomp	Normal	65	100	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

080 Slowbro™

WATER PSYCHIC

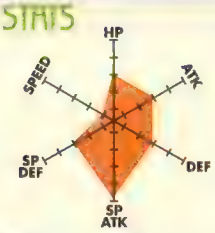
GENERAL INFO

SPECIES: Hermit Crab Pokémon
HEIGHT: 5'03"
WEIGHT: 173 lbs.

ABILITY 1: Oblivious
Prevents Slowbro from being attracted.

ABILITY 2: Own Tempo
Prevents Slowbro from being confused.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *LeafGreen*

SAPPHIRE Rarity: None
Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: Rare
Two Island, Three Island, Seafoam Islands

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: None
Trade from *LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Curse	—	—	—	10
—	Tackle	Normal	35	95	35
—	Yawn	Normal	—	100	10
—	Growl	Normal	—	100	40
13	Water Gun	Water	40	100	25
17	Confusion	Psychic	50	100	25
24	Disable	Normal	—	55	20
29	Headbutt	Normal	70	100	15
36	Amnesia	Psychic	—	—	20
37	Withdraw	Normal	—	—	40
44	Psychic	Psychic	90	100	10
55	Psych Up	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

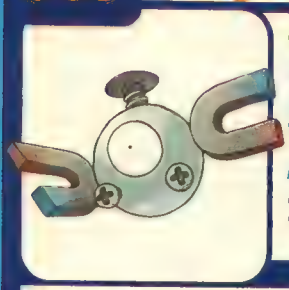
FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

*Battle Frontier tutor move (*Emerald*)

081 Magnemite™

ELECTRIC STEEL



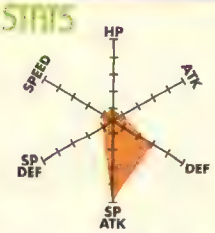
GENERAL INFO

SPECIES: Magnet Pokémon
HEIGHT: 1'00"
WEIGHT: 13 lbs.

ABILITY 1: Magnet Pull
Other Steel-types cannot escape while Magnemite is in battle.

ABILITY 2: Sturdy
A one hit KO cannot hit Magnemite.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
New Mauville

SAPPHIRE Rarity: Common
New Mauville

FIRERED Rarity: Common
Power Plant

LEAFGREEN Rarity: Common
Power Plant

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
New Mauville

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Metal Sound	Steel	—	85	40
—	Tackle	Normal	35	95	35
6	Thundershock	Electric	40	100	30
11	Supersonic	Normal	—	55	20
16	Sonicboom	Normal	—	90	20
21	Thunder Wave	Electric	—	100	20
26	Spark	Electric	65	100	20
32	Lock-on	Normal	—	100	5
38	Swift	Normal	60	—	20
44	Screech	Normal	—	85	40
50	Zap Cannon	Electric	100	50	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Thunder Wave*		

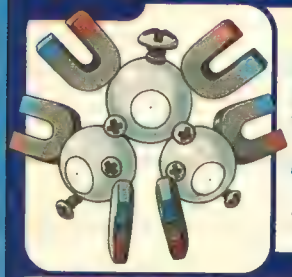
***Emerald* Only**

Endure*	Rollout	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

082 Magneton™

ELECTRIC STEEL



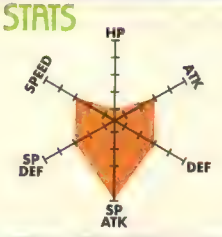
GENERAL INFO

SPECIES: Magnet Pokémon
HEIGHT: 3'03"
WEIGHT: 132 lbs.

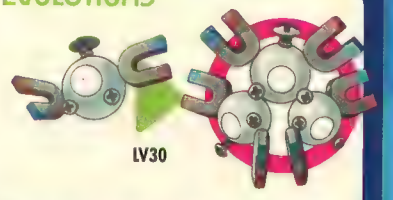
ABILITY 1: Magnet Pull
Other Steel-types cannot escape while Magneton is in battle.

ABILITY 2: Sturdy
A one hit KO cannot hit Magneton.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Evolve from Magnemite, New Mauville

SAPPHIRE Rarity: Rare
Evolve from Magnemite, New Mauville

FIRERED Rarity: Common
Evolve from Magnemite, Power Plant, Cerulean Cave

LEAFGREEN Rarity: Common
Evolve from Magnemite, Power Plant, Cerulean Cave

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Evolve from Magnemite, New Mauville

XD Rarity: Only One
Cipher Key Lair (Capture from Snidle)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Metal Sound	Steel	—	85	40
—	Tackle	Normal	35	95	35
—/6	Thundershock	Electric	40	100	30
—/11	Supersonic	Normal	—	55	20
16	Sonicboom	Normal	—	90	20
21	Thunder Wave	Electric	—	100	20
26	Spark	Electric	65	100	20
35	Lock-on	Normal	—	100	5
44	Tri Attack	Normal	80	100	10
53	Screech	Normal	—	85	40
62	Zap Cannon	Electric	100	50	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM05	Flash	Normal	—	70	20

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Thunder Wave*		

***Emerald* Only**

Endure*	Rollout	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

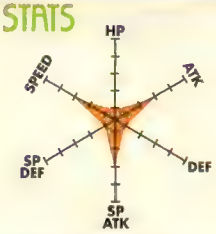
083 Farfetch'd™

NORMAL FLYING

GENERAL INFO

SPECIES: Wild Duck Pokémon
HEIGHT: 2'07"
WEIGHT: 33 lbs.
ABILITY 1: Keen Eye
Prevents Farfetch'd from having its accuracy lowered.
ABILITY 2: Inner Focus
Prevents Farfetch'd from flinching.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Trade for Spearow in Vermilion City

LEAFGREEN Rarity: Only One
Trade for Spearow in Vermilion City

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Lovrina)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
6	Sand-Attack	Ground	—	100	15
11	Leer	Normal	—	100	30
16	Fury Attack	Normal	15	85	20
21	Knock Off	Dark	20	100	20
26	Fury Cutter	Bug	10	95	20
31	Swords Dance	Normal	—	—	30
36	Agility	Psychic	—	—	30
41	Slash	Normal	70	100	20
46	False Swipe	Normal	40	100	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Curse	—	—	—	10
Featherdance	Flying	—	100	15
Flail	Normal	—	100	15
Foresight	Normal	—	100	40
Mirror Move	Flying	—	—	20
Quick Attack	Normal	40	100	30
Steel Wing	Steel	70	90	25
Whirlwind	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

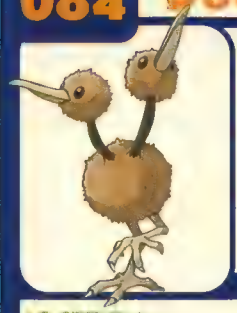
***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

084 Doduo™

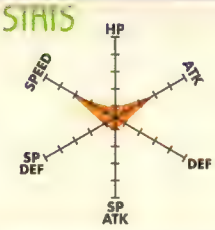
NORMAL FLYING



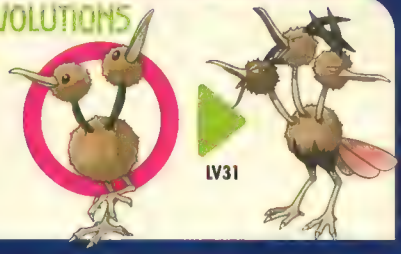
GENERAL INFO

SPECIES: Twin Bird Pokémon
HEIGHT: 4'07"
WEIGHT: 86 lbs.
ABILITY 1: Run Away
Allows Doduo to escape from wild Pokémon.
ABILITY 2: Early Bird
Allows Doduo to wake up earlier when put to sleep.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Common
Safari Zone

SAPPHIRE Rarity: Common
Safari Zone

FIRERED Rarity: Common
Route 16, Route 17, Route 18, Safari Zone

LEAFGREEN Rarity: Common
Route 16, Route 17, Route 18, Safari Zone

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
9	Pursuit	Dark	40	100	20
13	Fury Attack	Normal	15	85	20
21	Tri Attack	Normal	80	100	10
25	Rage	Normal	20	100	20
33	Uproar	Normal	50	100	10
37	Drill Peck	Flying	80	100	20
45	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Quick Attack	Normal	40	100	30
Supersonic	Normal	—	55	20
Haze	Ice	—	—	30
Endeavor	Normal	—	100	5
Faint Attack	Dark	60	—	20
Flail	Normal	—	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

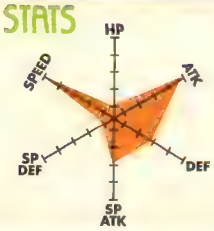
085 Dodrio™

NORMAL FLYING

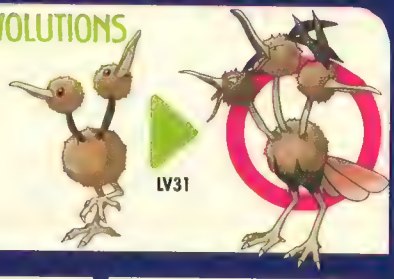
GENERAL INFO

SPECIES: Triple Bird Pokémon
HEIGHT: 5'11"
WEIGHT: 188 lbs.
ABILITY 1: Run Away
Allows Dodrio to escape from wild Pokémon.
ABILITY 2: Early Bird
Allows Dodrio to wake up earlier when put to sleep.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: Rare
Evolve Doduo, Safari Zone

SAPPHIRE Rarity: Rare
Evolve Doduo, Safari Zone

FIRERED Rarity: Evolve
Evolve Doduo

LEAFGREEN Rarity: Evolve
Evolve Doduo

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Evolve Doduo, Safari Zone

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Furgy)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
—	Pursuit	Dark	40	100	20
—	Fury Attack	Normal	15	85	20
21	Tri Attack	Normal	80	100	10
25	Rage	Normal	20	100	20
38	Uproar	Normal	50	100	10
47	Drill Peck	Flying	80	100	20
50/60	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

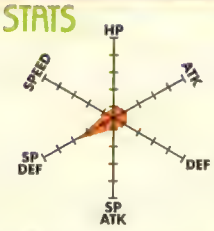
086 Seel™

WATER

GENERAL INFO

SPECIES: Sea Lion Pokémon
HEIGHT: 3'07"
WEIGHT: 198 lbs.
ABILITY: Thick Fat
Effects of an opponent's Ice- and Fire-type moves used on Seel are halved.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Seafoam Islands

LEAFGREEN Rarity: Common
Seafoam Islands

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Phenac City (Capture from Cipher Peon Egrog)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Headbutt	Normal	70	100	15
9	Growl	Normal	—	100	40
17	Icy Wind	Ice	55	95	15
21	Aurora Beam	Ice	65	100	20
29	Rest	Psychic	—	—	10
37	Take Down	Normal	90	85	20
41	Ice Beam	Ice	95	100	10
49	Safeguard	Normal	—	—	25

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Disable	Normal	—	55	20
Encore	Normal	—	100	5
Fake Out	Normal	40	100	10
Horn Drill	Normal	—	30	5
Icicle Spear	Ice	10	100	30
Lick	Ghost	20	100	30
Perish Song	Normal	—	—	5
Slam	Normal	80	75	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

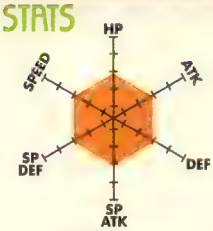
087 Dewgong™

WATER ICE

GENERAL INFO

SPECIES: Sea Lion Pokémon
HEIGHT: 5'07"
WEIGHT: 265 lbs.
ABILITY: Thick Fat
Effects of an opponent's Ice- and Fire-type moves used on Dewgong are halved.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Seel, Seafoam Islands

LEAFGREEN Rarity: Rare
Evolve Seel, Seafoam Islands

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Seel

MOVES

Level	Attack	Type	Power	ACC	PP
—	Signal Beam	Bug	75	100	15
—	Headbutt	Normal	70	100	15
—	Growl	Normal	—	100	40
—	Icy Wind	Ice	55	95	15
—	Aurora Beam	Ice	65	100	20

Level	Attack	Type	Power	ACC	PP
29	Rest	Psychic	—	—	10
34	Sheer Cold	Ice	—	30	5
42	Take Down	Normal	90	85	20
51	Ice Beam	Ice	95	100	10
64	Safeguard	Normal	—	—	25

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20

TM/HM#	Name	Type	Power	ACC	PP
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

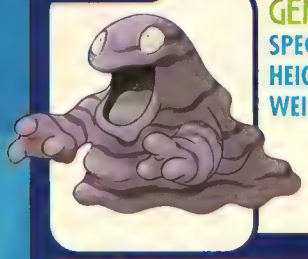
FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

088 Grimer™

POISON



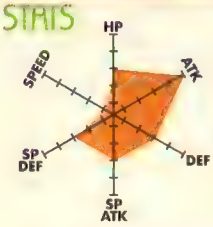
GENERAL INFO

SPECIES: Sludge Pokémon
HEIGHT: 2'11"
WEIGHT: 66 lbs.

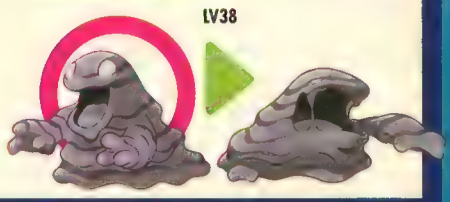
ABILITY 1: Stench
When Grimer is in the first slot, the chances of running into a wild Pokémon decrease.

ABILITY 2: Sticky Hold
Prevents an opponent from stealing a Held Item Grimer may have.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Fiery Path

SAPPHIRE Rarity: Rare
Fiery Path

FIRERED Rarity: Common
Pokémon Mansion

LEAFGREEN Rarity: Common
Pokémon Mansion

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Fiery Path

XD Rarity: Only One
Phenac City (Capture from Cipher Peon Faltly)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Gas	Poison	—	55	40
—	Pound	Normal	40	100	35
4	Harden	Normal	—	—	30
8	Disable	Normal	—	55	20
13	Sludge	Poison	65	100	20

Level	Attack	Type	Power	ACC	PP
19	Minimize	Normal	—	—	20
26	Screech	Normal	—	85	40
34	Acid Armor	Poison	—	—	40
43	Sludge Bomb	Poison	90	100	10
53	Memento	Dark	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10

TM/HM#	Name	Type	Power	ACC	PP
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Haze	Ice	—	—	30
Mean Look	Normal	—	100	5
Imprison	Psychic	—	100	15
Curse	—	—	—	10
Shadow Punch	Ghost	60	—	20
Explosion	Normal	250	100	5
Lick	Ghost	20	100	30

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Explosion	Mimic
Substitute		

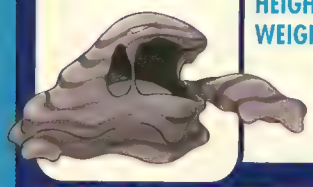
Emerald Only

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Mud-Slap*	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

089 Muk™

POISON



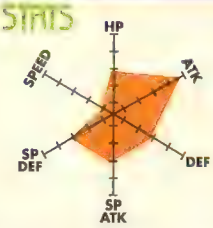
GENERAL INFO

SPECIES: Sludge Pokémon
HEIGHT: 3'11"
WEIGHT: 66 lbs.

ABILITY 1: Stench
When Muk is in the first slot, the chances of running into a wild Pokémon decrease.

ABILITY 2: Sticky Hold
Prevents an opponent from stealing a Held Item Muk may have.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Grimer

SAPPHIRE Rarity: Evolve
Evolve Grimer

FIRERED Rarity: Evolve
Evolve Grimer

LEAFGREEN Rarity: Rare
Evolve Grimer, Pokémon Mansion

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Grimer

XD Rarity: Evolve
Evolve Grimer

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Gas	Poison	—	55	40
—	Pound	Normal	40	100	35
—	Harden	Normal	—	—	30
8	Disable	Normal	—	55	20
13	Sludge	Poison	65	100	20
19	Minimize	Normal	—	—	20
26	Screech	Normal	—	85	40
34	Acid Armor	Poison	—	—	40
47	Sludge Bomb	Poison	90	100	10
61	Memento	Dark	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Explosion	Mimic
Substitute		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

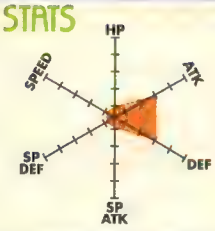
090 Shellder™

WATER

GENERAL INFO

SPECIES: Bivalve Pokémon
HEIGHT: 1'00"
WEIGHT: 9 lbs.
ABILITY: Shell Armor
Protects Shellder from being struck by critical hits.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed*

SAPPHIRE Rarity: None
Trade from *FireRed*

FIRERED Rarity: Common
One Island, Five Island, Vermilion City

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed*

EMERALD Rarity: None
Trade from *FireRed*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Gorog)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Withdraw	Normal	—	—	40
8	Icicle Spear	Ice	10	100	30
15	Supersonic	Normal	—	55	20
22	Aurora Beam	Ice	65	100	20
29	Protect	Normal	—	—	10
36	Leer	Normal	—	100	30
43	Clamp	Water	35	75	10
50	Ice Beam	Ice	95	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Barrier	Psychic	—	—	30
Bubblebeam	Water	65	100	20
Icicle Spear	Ice	10	100	30
Rapid Spin	Normal	20	100	40
Screech	Normal	—	85	40

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Explosion	Mimic
Substitute		

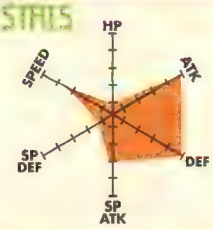
091 Cloyster™

WATER ICE

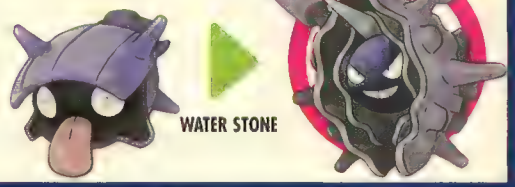
GENERAL INFO

SPECIES: Bivalve Pokémon
HEIGHT: 4'11"
WEIGHT: 292 lbs.
ABILITY: Shell Armor
Protects Cloyster from being struck by critical hits.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed*

SAPPHIRE Rarity: None
Trade from *FireRed*

FIRERED Rarity: Evolve
Evolve Shellder

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed*

EMERALD Rarity: None
Trade from *FireRed*

XD Rarity: Evolve
Evolve Shellder

MOVES

Level	Attack	Type	Power	ACC	PP
—	Withdraw	Normal	—	—	40
—	Supersonic	Normal	—	55	20
—	Aurora Beam	Ice	65	100	20

Level	Attack	Type	Power	ACC	PP
—	Protect	Normal	—	—	10
36	Spikes	Ground	—	—	20
43	Spike Cannon	Normal	20	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20

TM/HM#	Name	Type	Power	ACC	PP
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Explosion	Mimic
Substitute		

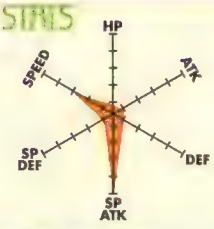
092 Gastly™

SIGHT POISON

GENERAL INFO

SPECIES: Gas Pokémon
HEIGHT: 4'03"
WEIGHT: .02 lbs.
ABILITY: Levitate
Protects Gastly from Ground-type attacks.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Pokémon Tower

LEAFGREEN Rarity: Common
Pokémon Tower

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Lick	Ghost	20	100	30
—	Hypnosis	Psychic	—	60	20
8	Spite	Ghost	—	100	10
13	Curse	—	—	—	10
16	Night Shade	Ghost	—	100	15

Level	Attack	Type	Power	ACC	PP
21	Confuse Ray	Ghost	—	100	10
28	Dream Eater	Psychic	100	100	15
33	Destiny Bond	Ghost	—	—	5
36	Shadow Ball	Ghost	80	100	15
41	Nightmare	Ghost	—	100	15
48	Mean Look	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10

TM/HM#	Name	Type	Power	ACC	PP
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Astonish	Ghost	30	100	15
Explosion	Normal	250	100	5
Grudge	Ghost	—	100	5
Haze	Ice	—	—	30
Perish Song	Normal	—	—	5
Psywave	Psychic	—	80	15
Will-O-Wisp	Fire	—	75	15

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Dream Eater*	Explosion	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

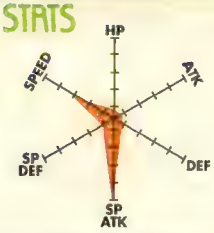
093 Haunter™

GHOST POISON

GENERAL INFO

SPECIES: Gas Pokémon
HEIGHT: 5'03"
WEIGHT: .02 lbs.
ABILITY: Levitate
Protects Haunter from Ground-type attacks.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Common
Evolve Gastly, Five Island, Pokémon Tower

LEAFGREEN **Rarity:** Common
Evolve Gastly, Five Island, Pokémon Tower

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Lick	Ghost	20	100	30
—	Hypnosis	Psychic	—	60	20
—	Spite	Ghost	—	100	10
13	Curse	—	—	—	10
16	Night Shade	Ghost	—	100	15
21	Confuse Ray	Ghost	—	100	10
25	Shadow Punch	Ghost	60	—	20
31	Dream Eater	Psychic	100	100	15
39	Destiny Bond	Ghost	—	—	5
45	Shadow Ball	Ghost	80	100	15
53	Nightmare	Ghost	—	100	15
64	Mean Look	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Dream Eater* | Explosion | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

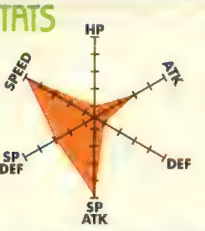
094 Gengar™

GHOST POISON

GENERAL INFO

SPECIES: Shadow Pokémon
HEIGHT: 4'11"
WEIGHT: 89 lbs.
ABILITY: Levitate
Protects Gengar from Ground-type attacks.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Evolve
Evolve Haunter

LEAFGREEN **Rarity:** Evolve
Evolve Haunter

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Lick	Ghost	20	100	30
—	Hypnosis	Psychic	—	60	20
—	Spite	Ghost	—	100	10
13	Curse	—	—	—	10
16	Night Shade	Ghost	—	100	15
21	Confuse Ray	Ghost	—	100	10
25	Shadow Punch	Ghost	60	—	20
31	Dream Eater	Psychic	100	100	15
39	Destiny Bond	Ghost	—	—	5
45	Shadow Ball	Ghost	80	100	15
53	Nightmare	Ghost	—	100	15
64	Mean Look	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Counter* | Double-Edge
Dream Eater* | Explosion | Mega Kick*
Mega Punch* | Metronome | Mimic
Seismic Toss* | Substitute

*Battle Frontier tutor move (*Emerald*)

095 Onix™

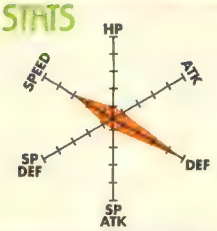
ROCK GROUND

GENERAL INFO

SPECIES: Rock Snake Pokémon
HEIGHT: 28'10"
WEIGHT: 463 lbs.
ABILITY 1: Sturdy
Prevents a one hit KO from hitting Onix.

ABILITY 2: Rock Head
Prevents Onix from receiving recoil damage.

STATS



EVOLUTIONS

TRADE WITH METAL COAT

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Victory Road, Rock Tunnel, Seven Island

LEAFGREEN Rarity: Common
Victory Road, Rock Tunnel, Seven Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Screech	Normal	—	85	40
8	Bind	Normal	15	75	20
12	Rock Throw	Rock	50	90	15
19	Harden	Normal	—	—	30
23	Rage	Normal	20	100	20
30	Dragonbreath	Dragon	60	100	20
34	Sandstorm	Rock	—	—	10
41	Slam	Normal	80	75	20
45	Iron Tail	Steel	100	75	15
52	Sand Tomb	Ground	15	70	15
56	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Block	Normal	—	100	5
Explosion	Normal	250	100	5
Flail	Normal	—	100	15
Rock Slide	Rock	75	90	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute

*Battle Frontier tutor move (*Emerald*)

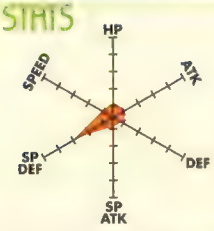
096 Drowzee™

PSYCHIC

GENERAL INFO

SPECIES: Hypnosis Pokémon
HEIGHT: 3'03"
WEIGHT: 71 lbs.
ABILITY 1: Insomnia
Protects Drowzee from an opponent's sleep attack.

STATS



EVOLUTIONS

LV26

LOCATION S:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Three Island, Route 11

LEAFGREEN Rarity: Common
Three Island, Route 11

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Hypnosis	Psychic	—	60	20
7	Disable	Normal	—	55	20
11	Confusion	Psychic	50	100	25
17	Headbutt	Normal	70	100	15
21	Poison Gas	Poison	—	55	40
27	Mediate	Psychic	—	—	40
31	Psychic	Psychic	90	100	10
37	Psych Up	Normal	—	—	10
41	Swagger	Normal	—	90	15
47	Future Sight	Psychic	80	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Assist	Normal	—	100	20
Barrier	Psychic	—	—	30
Fire Punch	Fire	75	100	15
Thunderpunch	Electric	75	100	15
Ice Punch	Ice	75	100	15
Role Play	Psychic	—	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

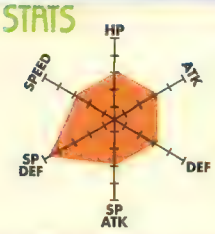
097 Hypno™

PSYCHIC

GENERAL INFO

SPECIES: Hypnosis Pokémon
HEIGHT: 5'03"
WEIGHT: 167 lbs.
ABILITY: Insomnia
Protects Hypno from an opponent's sleep attack.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Common
Three Island

LEAFGREEN **Rarity:** Common
Three Island

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** Only One
Cipher Key Lair (Capture from Cipher Admin Gorigan)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Nightmare	Ghost	—	100	15
—	Pound	Normal	40	100	35
—	Hypnosis	Psychic	—	60	20
—	Disable	Normal	—	55	20
—	Confusion	Psychic	50	100	25
17	Headbutt	Normal	70	100	15
21	Poison Gas	Poison	—	55	40
29	Mediate	Psychic	—	—	40
35	Psychic	Psychic	90	100	10
43	Psych Up	Normal	—	—	10
49	Swagger	Normal	—	90	15
57	Future Sight	Psychic	80	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

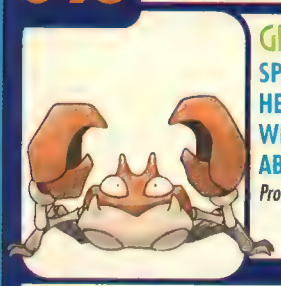
***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

*Battle Frontier tutor move (*Emerald*)

098 Krabby™

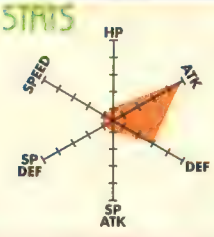
WATER



GENERAL INFO

SPECIES: River Crab Pokémon
HEIGHT: 1'04"
WEIGHT: 14 lbs.
ABILITY 1: Shell Armor
Protects Krabby from critical hits.
ABILITY 2: Hyper Cutter
Prevents effects that reduce the Pokémon's attack power.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Common
Islands One, Three, Four, Five, Six, Seven, Routes 4, 10, 11, 12, 13, 19, 20, 21, 24, Cerulean City, Vermilion City

LEAFGREEN **Rarity:** Common
Islands One, Three, Four, Five, Six, Seven, Routes 4, 10, 11, 12, 13, 19, 20, 21, 24, Cerulean City, Vermilion City

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
5	Leer	Normal	—	100	30
12	Vicegrip	Normal	55	100	30
16	Harden	Normal	—	—	30
23	Mud Shot	Ground	55	95	15
27	Stomp	Normal	65	100	20
34	Guillotine	Normal	—	30	5
38	Protect	Normal	—	—	10
45	Crabhammer	Water	90	85	10
49	Flail	Normal	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Amnesia	Psychic	—	—	20
Dig	Ground	60	100	10
Flail	Normal	—	100	15
Haze	Ice	—	—	30
Knock Off	Dark	20	100	20
Slam	Normal	80	75	20
Swords Dance	Normal	—	—	30

*Learned Via Breeding

MOVE TUTOR

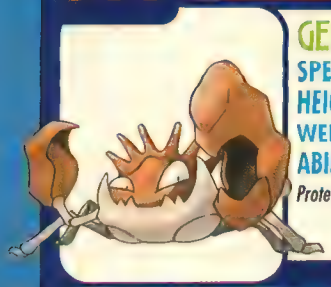
***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

099 Kingler™

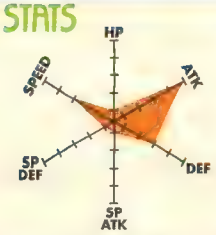
WATER



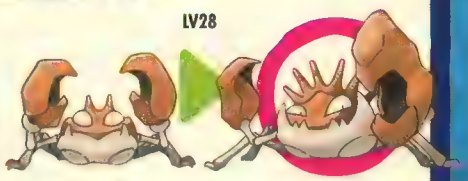
GENERAL INFO

SPECIES: Pincer Pokémon
HEIGHT: 4'03"
WEIGHT: 132 lbs.
ABILITY 1: Shell Armor
Protects Kingler from critical hits.
ABILITY 2: Hyper Cutter
Prevents effects that reduce the Pokémon's attack power.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Krabby

LEAFGREEN Rarity: Rare
Evolve Krabby, Islands One, Three, Five, Six, Seven, Routes 19–21

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Metal Claw	Steel	50	95	35
—	Bubble	Water	20	100	30
—	Leer	Normal	—	100	30
—	Vicegrip	Normal	55	100	30
—	Harden	Normal	—	—	30
23	Mud Shot	Ground	55	95	15
27	Stomp	Normal	65	100	20
38	Guillotine	Normal	—	30	5
42	Protect	Normal	—	—	10
57	Crabhammer	Water	90	85	10
65	Flail	Normal	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Mimic
Substitute | Swords Dance*

*Battle Frontier tutor move (*Emerald*)

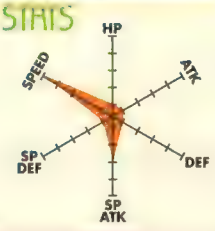
100 Voltorb™

ELECTRIC

GENERAL INFO

SPECIES: Ball Pokémon
HEIGHT: 1'08"
WEIGHT: 23 lbs.
ABILITY 1: Soundproof
Prevents Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar from hitting Voltorb.
ABILITY 2: Static
The opponent has a 30% chance of being paralyzed if a physical attack hits Voltorb.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
New Mauville

SAPPHIRE Rarity: Common
New Mauville

FIRERED Rarity: Common
Power Plant, Route 10

LEAFGREEN Rarity: Common
Power Plant, Route 10

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Common
New Mauville

XD Rarity: Only One
Cave Poké Spot (Capture from Miror B.)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Charge	Electric	—	100	20
—	Tackle	Normal	35	95	35
8	Screech	Normal	—	85	40
15	Sonicboom	Normal	—	90	20
21	Spark	Electric	65	100	20
27	Selfdestruct	Normal	200	100	5
32	Rollout	Rock	30	90	20
37	Light Screen	Psychic	—	—	30
42	Swift	Normal	60	—	20
46	Explosion	Normal	250	100	5
49	Mirror Coat	Psychic	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Explosion | Mimic | Substitute
Thunder Wave*

***Emerald* Only**

Endure* | Rollout | Sleep Talk
Snore* | Swagger | Swift*

*Battle Frontier tutor move (*Emerald*)

101 Electrode™

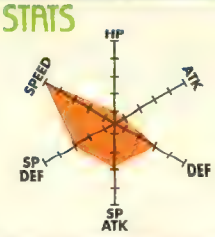
ELECTRIC

GENERAL INFO

SPECIES: Ball Pokémon
HEIGHT: 3'11"
WEIGHT: 147 lbs.
ABILITY 1: Soundproof
Prevents Electrode from being hit by Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar.

ABILITY 2: Static
The opponent has a 30% chance of being paralyzed if a physical attack hits Electrode.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
New Mauville (Fake Poké Ball), Team Aqua/Team Magma Base

SAPPHIRE Rarity: Rare
New Mauville (Fake Poké Ball), Team Aqua/Team Magma Base (Fake Poké Ball)

FIRERED Rarity: Rare
Cerulean Cave

LEAFGREEN Rarity: Rare
Cerulean Cave

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Aqua Hideout, New Mauville

XD Rarity: Evolve
Evolve Voltorb

MOVES

Level	Attack	Type	Power	ACC	PP
—	Charge	Electric	—	100	20
—	Tackle	Normal	35	95	35
—/8	Screech	Normal	—	85	40
—/15	Sonicboom	Normal	—	90	20
21	Spark	Electric	65	100	20
27	Selfdestruct	Normal	200	100	5
34	Rollout	Rock	30	90	20
41	Light Screen	Psychic	—	—	30
48	Swift	Normal	60	—	20
54	Explosion	Normal	250	100	5
59	Mirror Coat	Psychic	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

= *Emerald* Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Explosion	Mimic	Substitute
Thunder Wave*		

***Emerald* Only**

Endure*	Rollout	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

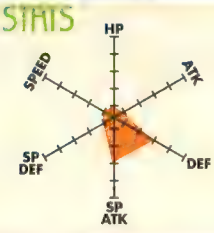
102 Exeggcute™

GRASS PSYCHIC

GENERAL INFO

SPECIES: Egg Pokémon
HEIGHT: 1'04"
WEIGHT: 6 lbs.
ABILITY: Chlorophyll
When the sunlight is strong, Exeggcute's Speed doubles.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Safari Zone

LEAFGREEN Rarity: Common
Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Barrage	Normal	12	85	20
—	Hypnosis	Psychic	—	60	20
—	Uproar	Normal	50	100	10
7	Reflect	Psychic	—	—	20
13	Leech Seed	Grass	—	90	10
19	Confusion	Psychic	50	100	25
25	Stun Spore	Grass	—	75	30
31	Poisonpowder	Poison	—	75	35
37	Sleep Powder	Grass	—	75	15
43	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Curse	—	—	—	10
Ingrain	Grass	—	100	20
Moonlight	Normal	—	—	5
Psych Up	Normal	—	—	10
Reflect	Psychic	—	—	20
Synthesis	Grass	—	—	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Explosion
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

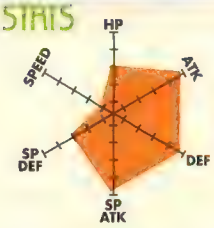
103 Exeggutor™

GRASS PSYCHIC

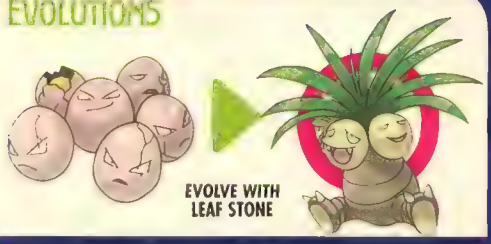
GENERAL INFO

SPECIES: Coconut Pokémon
HEIGHT: 6'07"
WEIGHT: 265 lbs.
ABILITY: Chlorophyll
When the sunlight is strong, Exeggutor's Speed doubles.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Exeggcute

LEAFGREEN Rarity: Evolve
Evolve Exeggcute

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Master Greevil)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Barrage	Normal	12	85	20
—	Hypnosis	Psychic	—	60	20
—	Confusion	Psychic	50	100	25
19	Stomp	Normal	65	100	20
31	Egg Bomb	Normal	100	75	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Dream Eater*	Explosion
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

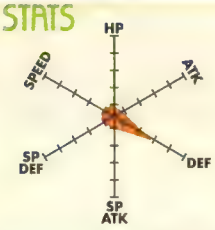
104 Cubone™

GROUND

GENERAL INFO

SPECIES: Lonely Pokémon
HEIGHT: 1'04"
WEIGHT: 14 lbs.
ABILITY 1: Lightningrod
All Electric-type attacks go toward Cubone during a 2-on-2 battle.
ABILITY 2: Rock Head
Protects Cubone from recoil damage.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Pokémon Tower, Seven Island

LEAFGREEN Rarity: Rare
Pokémon Tower, Seven Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
5	Tail Whip	Normal	—	100	30
9	Bone Club	Ground	65	85	20
13	Headbutt	Normal	70	100	15
17	Leer	Normal	—	100	30
21	Focus Energy	Normal	—	—	30
25	Bonemerang	Ground	50	90	10
29	Rage	Normal	20	100	20
33	False Swipe	Normal	40	100	40
37	Thrash	Normal	90	100	20
41	Bone Rush	Ground	25	80	10
45	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Belly Drum	Normal	—	—	10
Perish Song	Normal	—	—	5
Rock Slide	Rock	75	90	10
Screech	Normal	—	85	40
Skull Bash	Normal	100	100	15
Swords Dance	Normal	—	—	30

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

105 Marowak™

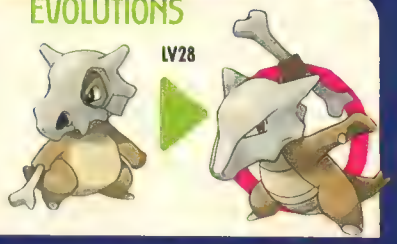
GROUND

GENERAL INFO

SPECIES: Bone Keeper Pokémon
HEIGHT: 3'03"
WEIGHT: 99 lbs.
ABILITY 1: Lightningrod
All Electric-type attacks go toward Marowak during a 2-on-2 Battle.
ABILITY 2: Rock Head
Protects Marowak from recoil damage.

STATS

EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Victory Road, Seven Island

LEAFGREEN Rarity: Rare
Victory Road, Seven Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Eldes)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Tail Whip	Normal	—	100	30
—	Bone Club	Ground	65	85	20
—	Headbutt	Normal	70	100	15
17	Leer	Normal	—	100	30
21	Focus Energy	Normal	—	—	30
25	Bonemerang	Ground	50	90	10
32	Rage	Normal	20	100	20
39	False Swipe	Normal	40	100	40
46	Thrash	Normal	90	100	20
53	Bone Rush	Ground	25	80	10
61	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

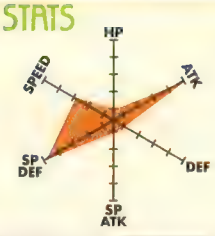
106 Hitmonlee™

FIGHTING

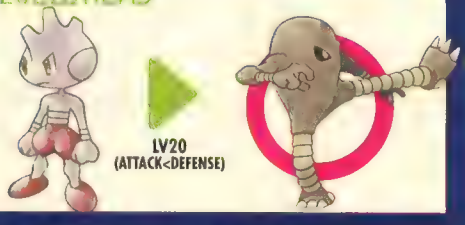
GENERAL INFO

SPECIES: Kicking Pokémon
HEIGHT: 4'11"
WEIGHT: 110 lbs.
ABILITY: Limber
Protects Hitmonlee from being paralyzed.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Fighting Gym in Saffron City

LEAFGREEN Rarity: Only One
Fighting Gym in Saffron City

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Petro)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Revenge	Fighting	60	100	10
—	Double-Kick	Fighting	30	100	30
6	Mediate	Psychic	—	—	40
11	Rolling Kick	Fight	60	85	15
16	Jump Kick	Fight	70	95	25
20	Brick Break	Fighting	75	100	15
21	Focus Energy	Normal	—	—	30
21	Focus Energy	Normal	—	—	30
26	Hi Jump Kick	Fighting	85	90	20
31	Mind Reader	Normal	—	100	5
36	Foresight	Normal	—	100	40
41	Endure	Normal	—	—	10
46	Mega Kick	Normal	120	75	5
51	Reversal	Fighting	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute		

*Battle Frontier tutor move (*Emerald*)

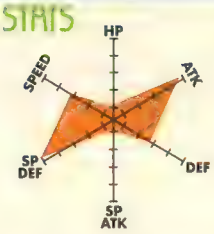
107 Hitmonchan™

FIGHTING

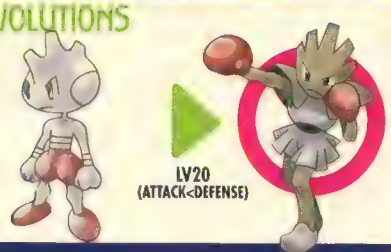
GENERAL INFO

SPECIES: Punching Pokémon
HEIGHT: 4'7"
WEIGHT: 111 lbs.
ABILITY: Keen Eye
Prevents Hitmonchan from having its Accuracy lowered.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Fighting Gym in Saffron City

LEAFGREEN Rarity: Only One
Fighting Gym in Saffron City

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Karbon)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Comet Punch	Normal	18	85	15
—	Revenge	Fighting	60	100	10
7	Agility	Psychic	—	—	30
13	Pursuit	Dark	40	100	20
20	Mach Punch	Fighting	40	100	30
26	Fire Punch	Fire	75	100	15
26	Ice Punch	Ice	75	100	15
26	Thunderpunch	Electric	75	100	15
32	Sky Uppercut	Fighting	85	90	15
38	Mega Punch	Normal	80	85	20
44	Detect	Fight	—	—	5
50	Counter	Fighting	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute		

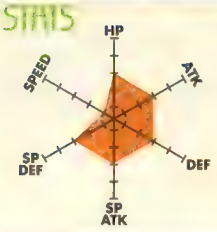
*Battle Frontier tutor move (*Emerald*)

108 Lickitung™

GENERAL INFO

SPECIES: Licking Pokémon
HEIGHT: 3'11"
WEIGHT: 144 lbs.
ABILITY 1: Oblivious
Prevents Lickitung from being attracted.
ABILITY 2: Own Tempo
Prevents Lickitung from being confused.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Trade for Golduck (Route 18)

LEAFGREEN Rarity: Only One
Trade for Slowbro (Route 18)

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Geftal)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Lick	Ghost	20	100	30
7	Supersonic	Normal	—	55	20
12	Defense Curl	Normal	—	—	40
18	Knock Off	Dark	20	100	20
23	Stomp	Normal	65	100	20
29	Wrap	Normal	15	85	20
34	Disable	Normal	—	55	20
40	Slam	Normal	80	75	20
45	Screech	Normal	—	85	40
51	Refresh	Normal	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Belly Drum	Normal	—	—	10
Body Slam	Normal	85	100	15
Curse	—	—	—	10
Magnitude	Ground	—	100	30
Sleep Talk	Normal	—	—	10
Smellingsalt	Normal	60	100	10
Snore	Normal	40	100	15
Substitute	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

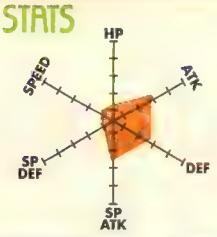
109 Koffing™

POISON

GENERAL INFO

SPECIES: Poison Gas Pokémon
HEIGHT: 2'00"
WEIGHT: 2 lbs.
ABILITY: Levitate
Protects Koffing from being hit by Ground-type attacks.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
Fiery Path

SAPPHIRE Rarity: Common
Fiery Path

FIRERED Rarity: Common
Pokémon Mansion

LEAFGREEN Rarity: Common
Pokémon Mansion

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Fiery Path

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Gas	Poison	—	55	40
—	Tackle	Normal	35	95	35
9	Smog	Poison	20	70	20
17	Selfdestruct	Normal	200	100	5
21	Sludge	Poison	65	100	20
25	Smokescreen	Normal	—	100	20
33	Haze	Ice	—	—	30
41	Explosion	Normal	250	100	5
45	Destiny Bond	Ghost	—	—	5
49	Memento	Dark	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Screech	Normal	—	85	40
Psywave	Psychic	—	80	15
Destiny Bond	Ghost	—	—	5
Will-O-Wisp	Fire	—	75	15
Psybeam	Psychic	65	100	20
Pain Split	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Explosion	Mimic	Substitute

***Emerald* Only**

Endure*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

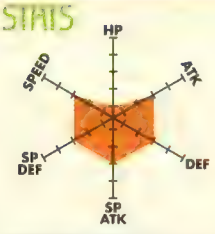
110 Weezing™

POISON

GENERAL INFO

SPECIES: Poison Gas Pokémon
HEIGHT: 3'11"
WEIGHT: 21 lbs.
ABILITY: Levitate
Protects Weezing from being hit by Ground-type attacks.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Koffing

SAPPHIRE Rarity: Evolve
Evolve Koffing

FIRERED Rarity: Rare
Evolve Koffing, Pokémon Mansion

LEAFGREEN Rarity: Evolve
Evolve Koffing

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Koffing

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Gas	Poison	—	55	40
—	Tackle	Normal	35	95	35
—	Smog	Poison	20	70	20
—	Selfdestruct	Normal	200	100	5
21	Sludge	Poison	65	100	20
25	Smokescreen	Normal	—	100	20
33	Haze	Ice	—	—	30
44	Explosion	Normal	250	100	5
51	Destiny Bond	Ghost	—	—	5
58	Memento	Dark	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Explosion	Mimic	Substitute

***Emerald* Only**

Endure*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

111 Rhyhorn™

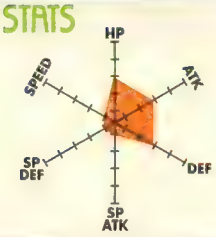
GROUND ROCK

GENERAL INFO

SPECIES: Spikes Pokémon
HEIGHT: 3'03"
WEIGHT: 254 lbs.
ABILITY 1: Rock Head
Prevents Rhyhorn from taking recoil damage from Submission, Take Down, and Double-Edge.

ABILITY 2: Lightningrod
In a 2-on-2 battle, Electric-type moves attack Rhyhorn.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Common
Safari Zone

SAPPHIRE Rarity: Common
Safari Zone

FIRERED Rarity: Rare
Safari Zone

LEAFGREEN Rarity: Rare
Safari Zone

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Horn Attack	Normal	65	100	25
—	Tail Whip	Normal	—	100	30
10	Stomp	Normal	65	100	20
15	Fury Attack	Normal	15	85	20
24	Scary Face	Normal	—	90	10
29	Rock Blast	Rock	25	80	10
38	Horn Drill	Normal	—	30	5
43	Take Down	Normal	90	85	20
52	Earthquake	Ground	100	100	10
57	Megahorn	Bug	120	85	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Crunch	Dark	80	100	15
Reversal	Fighting	—	100	15
Rock Slide	Rock	75	90	10
Counter	Fighting	—	100	20
Magnitude	Ground	—	100	30
Swords Dance	Normal	—	—	30
Curse	—	—	—	10
Crush Claw	Normal	75	95	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Rock Slide*	Substitute
Swords Dance*		

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Rollout	Sleep Talk	Swagger

*Battle Frontier tutor move (*Emerald*)

112 Rhydon™

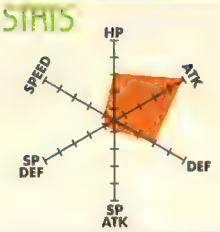
GROUND ROCK

GENERAL INFO

SPECIES: Drill Pokémon
HEIGHT: 6'03"
WEIGHT: 265 lbs.
ABILITY 1: Rock Head
Prevents Rhydon from taking recoil damage from Submission, Take Down, and Double-Edge.

ABILITY 2: Lightningrod
In a 2-on-2 battle, Electric-type moves attack Rhydon.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Rhyhorn

SAPPHIRE Rarity: Evolve
Evolve Rhyhorn

FIRERED Rarity: Evolve
Evolve Rhyhorn

LEAFGREEN Rarity: Evolve
Evolve Rhyhorn

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Rhyhorn

XD Rarity: Only One
Citadark Island (Capture from Master Greevil)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Horn Attack	Normal	65	100	25
—	Tail Whip	Normal	—	100	30
—	Stomp	Normal	65	100	20
—	Fury Attack	Normal	15	85	20
24	Scary Face	Normal	—	90	10
29	Rock Blast	Rock	25	80	10
38	Horn Drill	Normal	—	30	5
46	Take Down	Normal	90	85	20
58	Earthquake	Ground	100	100	10
66	Megahorn	Bug	120	85	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Icy Wind*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger	Thunderpunch*	

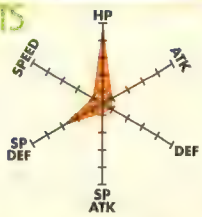
*Battle Frontier tutor move (*Emerald*)

113 Chansey™

GENERAL INFO

SPECIES: Egg Pokémon
HEIGHT: 3'07"
WEIGHT: 76 lbs.
ABILITY 1: Natural Cure
Any status problem is cured when Chansey is switched out.
ABILITY 2: Serene Grace
When Chansey is in battle, the chances of extra effects occurring are doubled.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Safari Zone

LEAFGREEN Rarity: Rare
Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Leden)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Growl	Normal	—	100	40
5	Tail Whip	Normal	—	100	30
9	Refresh	Normal	—	100	20
13	Softboiled	Normal	—	100	10
17	Doubleslap	Normal	15	85	10
23	Minimize	Normal	—	—	20
29	Sing	Normal	—	55	15
35	Egg Bomb	Normal	100	75	10
41	Defense Curl	Normal	—	—	40
49	Light Screen	Psychic	—	—	30
57	Double-Edge	Normal	120	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Aromatherapy	Grass	—	—	5
Heal Bell	Normal	—	—	5
Metronome	Normal	—	—	10
Present	Normal	—	90	15
Substitute	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Softboiled	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

TM/HM

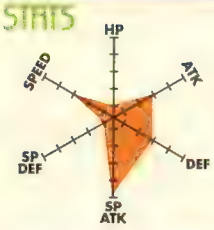
TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

114 Tangela™

GENERAL INFO

SPECIES: Vine Pokémon
HEIGHT: 3'03"
WEIGHT: 77 lbs.
ABILITY: Chlorophyll
When the sunlight is strong, Tangela's Speed doubles.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Route 21, One Island

LEAFGREEN Rarity: Rare
Route 21, One Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Cipher Key Lair (Capture from Cipher Peon Targ)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Constrict	Normal	10	100	35
—	Ingrain	Grass	—	100	20
4	Sleep Powder	Grass	—	75	15
10	Absorb	Grass	20	100	20
13	Growth	Normal	—	—	40
19	Poisonpowder	Poison	—	75	35
22	Vine Whip	Grass	35	100	10
28	Bind	Normal	15	75	20
31	Mega Drain	Grass	40	100	10
37	Stun Spore	Grass	—	75	30
40	Slam	Normal	80	75	20
46	Tickle	Normal	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Amnesia	Psychic	—	—	20
Confusion	Psychic	50	100	25
Flail	Normal	—	100	15
Leech Seed	Grass	—	90	10
Mega Drain	Grass	40	100	10
Nature Power	Normal	—	95	20
Reflect	Psychic	—	—	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

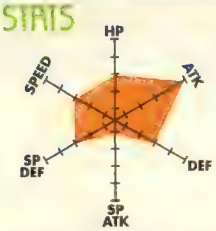
*Battle Frontier tutor move (*Emerald*)

115 Kangaskhan™

GENERAL INFO

SPECIES: Parent Pokémon
HEIGHT: 7'03"
WEIGHT: 176 lbs.
ABILITY: Early Bird
Allows Kangaskhan to wake up earlier when put to sleep.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Safari Zone

LEAFGREEN Rarity: Rare
Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Leden)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Comet Punch	Normal	18	85	15
—	Leer	Normal	—	100	30
7	Bite	Dark	60	100	25
13	Tail Whip	Normal	—	100	30
19	Fake Out	Normal	40	100	10
25	Mega Punch	Normal	80	85	20
31	Rage	Normal	20	100	20
37	Endure	Normal	—	—	10
43	Dizzy Punch	Normal	70	100	10
49	Reversal	Fighting	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Counter	Fighting	—	100	20
Crush Claw	Normal	75	95	10
Disable	Normal	—	55	20
Focus Energy	Normal	—	—	30
Foresight	Normal	—	100	40
Safeguard	Normal	—	—	25
Stomp	Normal	65	100	20
Substitute	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

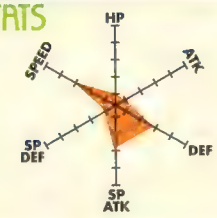
*Battle Frontier tutor move (*Emerald*)

116 Horsea™

GENERAL INFO

SPECIES: Dragon Pokémon
HEIGHT: 1'04"
WEIGHT: 18 lbs.
ABILITY: Swift Swim
Increases Horsea's Speed when it's raining.

STATS



EVOLUTIONS

LV32 TRADE WITH DRAGON SCALE

LOCATIONS:

RUBY Rarity: Common
Routes 132, 133, 134 (Super Rod)

SAPPHIRE Rarity: Common
Routes 132, 133, 134 (Super Rod)

FIRERED Rarity: Common
Routes 4, 10, 12, 13, 19, 20, 21, 24, Vermilion City

LEAFGREEN Rarity: Common
Routes 4, 10, 12, 13, 19, 20, 21, 24, Vermilion City

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Routes 132, 133, 134, Pacifidlog Town

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
8	Smokescreen	Normal	—	100	20
15	Leer	Normal	—	100	30
22	Water Gun	Water	40	100	25
29	Twister	Dragon	40	100	20
36	Agility	Psychic	—	—	30
43	Hydro Pump	Water	120	80	5
50	Dragon Dance	Dragon	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Flail	Normal	—	100	15
Aurora Beam	Ice	65	100	20
Disable	Normal	—	55	20
Dragon Rage	Dragon	—	100	10
Dragonbreath	Dragon	60	100	20
Octazooka	Water	65	85	10
Bounce	Flying	85	85	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

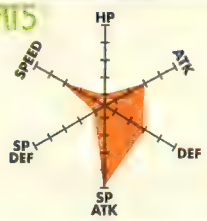
117 Seadra™

WATER

GENERAL INFO

SPECIES: Dragon Pokémon
HEIGHT: 3'11"
WEIGHT: 55 lbs.
ABILITY: Poison Point
The opponent has a 30% chance of being poisoned if Seadra is directly hit.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: **Evolve**
Evolve Horsea

SAPPHIRE Rarity: **Evolve**
Evolve Horsea

FIRERED Rarity: **Rare**
Evolve Horsea, Islands One, Three, Five, Six, Seven, Routes 19–21

LEAFGREEN Rarity: **Evolve**
Evolve Horsea

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: **Evolve**
Evolve Horsea

XD Rarity: **None**
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
—	Smokescreen	Normal	—	100	20
—	Leer	Normal	—	100	30
—	Water Gun	Water	40	100	25
29	Twister	Dragon	40	100	20
40	Agility	Psychic	—	—	30
51	Hydro Pump	Water	120	80	5
62	Dragon Dance	Dragon	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute

Emerald Only

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

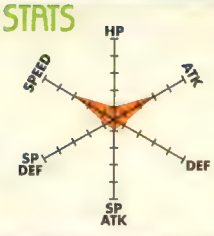
118 Goldeen™

WATER

GENERAL INFO

SPECIES: Goldfish Pokémon
HEIGHT: 2'00"
WEIGHT: 33 lbs.
ABILITY 1: Swift Swim
Doubles Goldeen's Speed when it's raining.
ABILITY 2: Water Veil
Protects Goldeen from being burned.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: **Common**
Routes 102, 111, 114, 117, 120, Petalburg City, Victory Road, Meteor Falls, Safari Zone

SAPPHIRE Rarity: **Common**
Routes 102, 111, 114, 117, 120, Petalburg City, Victory Road, Meteor Falls, Safari Zone

FIRERED Rarity: **Common**
Viridian City, Cerulean Cave, Islands Two, Three, Four, Six, Safari Zone

LEAFGREEN Rarity: **Common**
Viridian City, Cerulean Cave, Islands Two, Three, Four, Six, Safari Zone

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: **Common**
Routes 102, 111, 114, 117, 120, Meteor Falls, Safari Zone, Victory Road

XD Rarity: **None**
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Tail Whip	Normal	—	100	30
—	Water Sport	Water	—	100	15
10	Supersonic	Normal	—	55	20
15	Horn Attack	Normal	65	100	25
24	Flail	Normal	—	100	15
29	Fury Attack	Normal	15	85	20
38	Waterfall	Water	80	100	15
43	Horn Drill	Normal	—	30	5
52	Agility	Psychic	—	—	30
57	Megahorn*	Bug	120	85	10

* Not Available in *Emerald*

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Psybeam	Psychic	65	100	20
Hydro Pump	Water	120	80	5
Sleep Talk	Normal	—	—	10
Mud Sport	Ground	—	100	15
Haze	Ice	—	—	30

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute

Emerald Only

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

119 Seaking™

WATER

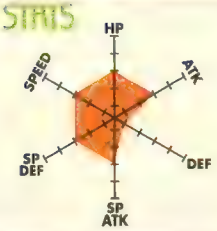
GENERAL INFO

SPECIES: Goldfish Pokémon
HEIGHT: 4'03"
WEIGHT: 86 lbs.

ABILITY 1: Swift Swim
Increases Seaking's Speed when it's raining.

ABILITY 2: Water Veil
Protects Seaking from being burned.

STATS



EVOLUTIONS

LOCATIONS:

RUBY — **Rarity:** Common
Evolve Goldeen, Safari Zone

SAPPHIRE — **Rarity:** Common
Evolve Goldeen, Safari Zone

FIRERED — **Rarity:** Rare
Evolve Goldeen, Three Island, Safari Zone, Fuchsia City

LEAFGREEN — **Rarity:** Rare
Evolve Goldeen, Three Island, Safari Zone, Fuchsia City

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — **Rarity:** Common
Evolve Goldeen, Safari Zone

XD — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Tail Whip	Normal	—	100	30
—	Water Sport	Water	—	100	15
—/10	Supersonic	Normal	—	55	20
15	Horn Attack	Normal	65	100	25
24	Flail	Normal	—	100	15
29	Fury Attack	Normal	15	85	20
41	Waterfall	Water	80	100	15
49	Horn Drill	Normal	—	30	5
61	Agility	Psychic	—	—	30
69	Megahorn*	Bug	120	85	10

= *Emerald* Only
* Not Available in *Emerald*

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

120 Staryu™

WATER

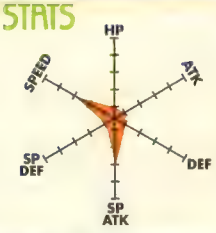
GENERAL INFO

SPECIES: Star Shape Pokémon
HEIGHT: 2'07"
WEIGHT: 76 lbs.

ABILITY 1: Illuminate
When Staryu is in the first slot, the chances of running into a wild Pokémon increase.

ABILITY 2: Natural Cure
When Staryu gets switched out, whatever status condition it had is cured.

STATS



EVOLUTIONS

LOCATIONS:

RUBY — **Rarity:** Common
Lilycove City (Super Rod)

SAPPHIRE — **Rarity:** Common
Lilycove City (Super Rod)

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN — **Rarity:** Common
One Island, Five Island, Pallet Town, Vermilion City (Fish)

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD — **Rarity:** Common
Lilycove City (Super Rod)

XD — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Harden	Normal	—	—	30
6	Water Gun	Water	40	100	25
10	Rapid Spin	Normal	20	100	40
15	Recover	Normal	—	—	20
19	Camouflage	Normal	—	100	20
24	Swift	Normal	60	—	20
28	Bubblebeam	Water	65	100	20
33	Minimize	Normal	—	—	20
37	Light Screen	Psychic	—	—	30
42	Cosmic Power	Normal	—	—	20
46	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Thunder Wave*		

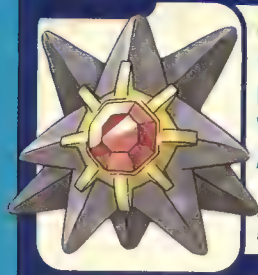
***Emerald* Only**

Endure*	Icy Wind*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

121 Starmie™

WATER

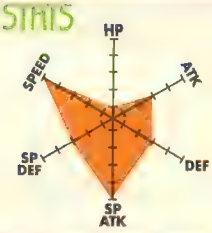


GENERAL INFO

SPECIES: Mysterious Pokémon
HEIGHT: 3'07"
WEIGHT: 176 lbs.
ABILITY 1: Illuminate
When Starmie is in the first slot, the chances of running into a wild Pokémon increase.

ABILITY 2: Natural Cure
When Starmie gets switched out, whatever status condition it had is cured.

STATS



EVOLUTIONS

EVOLVE WITH WATER STONE

LOCATIONS:

RUBY Rarity: Evolve
Evolve Staryu

SAPPHIRE Rarity: Evolve
Evolve Staryu

FIRERED Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN Rarity: Evolve
Evolve Staryu

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD Rarity: Evolve
Evolve Staryu

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Snattle)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
—	Rapid Spin	Normal	20	100	40

Level	Attack	Type	Power	ACC	PP
—	Recover	Normal	—	—	20
—	Swift	Normal	60	—	20
33	Confuse Ray	Ghost	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10

TM/HM#	Name	Type	Power	ACC	PP
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Mimic
Substitute	Thunder Wave*	

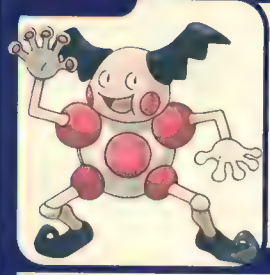
***Emerald* Only**

Endure*	Icy Wind*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

122 Mr. Mime™

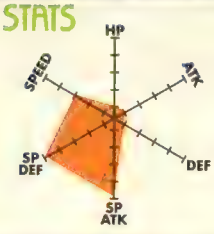
PSYCHIC



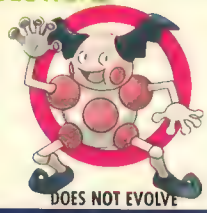
GENERAL INFO

SPECIES: Barrier Pokémon
HEIGHT: 4'03"
WEIGHT: 123 lbs.
ABILITY: Soundproof
Prevents Mr. Mime from being hit by Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Trade for Abra on Route 2

LEAFGREEN Rarity: Only One
Trade for Abra on Route 2

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Gorigan)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Barrier	Psychic	—	—	30
5	Confusion	Psychic	50	100	25
8	Substitute	Normal	—	—	10
12	Mediate	Psychic	—	—	40
15	Doubleslap	Normal	15	85	10
19	Light Screen	Psychic	—	—	30
19	Reflect	Psychic	—	—	20
22	Magical Leaf	Grass	60	—	20

Level	Attack	Type	Power	ACC	PP
26	Encore	Normal	—	100	5
29	Psybeam	Psychic	65	100	20
33	Recycle	Normal	—	100	10
36	Trick	Psychic	—	100	10
40	Role Play	Psychic	—	100	10
43	Psychic	Psychic	90	100	10
47	Baton Pass	Normal	—	—	40
50	Safeguard	Normal	—	—	25

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20

TM/HM#	Name	Type	Power	ACC	PP
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Fake Out	Normal	40	100	10
Future Sight	Psychic	80	90	15
Hypnosis	Psychic	—	60	20
Mimic	Normal	—	100	10
Psych Up	Normal	—	—	10
Trick	Psychic	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

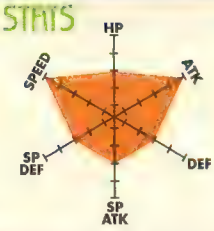
123 Scyther™

BUG FLYING

GENERAL INFO

SPECIES: Mantis Pokémon
HEIGHT: 4'11"
WEIGHT: 124 lbs.
ABILITY: Swarm
Multiplies Scyther's Bug-type moves when HPs are low.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed*

SAPPHIRE **Rarity:** None
Trade from *FireRed*

FIRERED **Rarity:** Rare
Safari Zone

LEAFGREEN **Rarity:** None
Trade from *FireRed*

COLOSSEUM **Rarity:** None
Trade from *FireRed*

EMERALD **Rarity:** None
Trade from *FireRed*

XD **Rarity:** Only One
Citadark Island (Capture from Cipher Peon Leden)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Quick Attack	Normal	40	100	30
—	Leer	Normal	—	100	30
6	Focus Energy	Normal	—	—	30
11	Pursuit	Dark	40	100	20
16	False Swipe	Normal	40	100	40
21	Agility	Psychic	—	—	30
26	Wing Attack	Flying	60	100	35
31	Slash	Normal	70	100	20
36	Swords Dance	Normal	—	—	30
41	Double Team	Normal	—	—	15
46	Fury Cutter	Bug	10	95	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Baton Pass	Normal	—	—	40
Counter	Fighting	—	100	20
Endure	Normal	—	—	10
Light Screen	Psychic	—	—	30
Reversal	Fighting	—	100	15
Safeguard	Normal	—	—	25
Silver Wind	Bug	60	100	5

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Counter*	Double-Edge	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

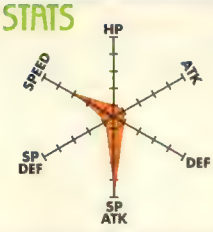
124 Jynx™

ICE PSYCHIC

GENERAL INFO

SPECIES: Human Shape Pokémon
HEIGHT: 4'07"
WEIGHT: 90 lbs.
ABILITY: Oblivious
Prevents Jynx from being attracted.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Only One
Trade for Poliwhirl in Cerulean City

LEAFGREEN **Rarity:** Only One
Trade for Poliwhirl in Cerulean City

COLOSSEUM **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen*

XD **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Lick	Ghost	20	100	30
—	Lovely Kiss	Normal	—	75	10
—	Powder Snow	Ice	40	100	25
21	Doubleslap	Normal	15	85	10
25	Ice Punch	Ice	75	100	15
35	Mean Look	Normal	—	100	5
41	Fake Tears	Dark	—	100	20
51	Body Slam	Normal	85	100	15
57	Perish Song	Normal	—	—	5
67	Blizzard	Ice	120	70	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Substitute		

*Battle Frontier tutor move (*Emerald*)

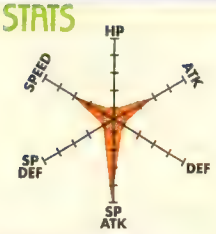
125 Electabuzz™

ELECTRIC

GENERAL INFO

SPECIES: Electric Pokémon
HEIGHT: 3'07"
WEIGHT: 66 lbs.
ABILITY: Static
An opponent has a 30% chance of being paralyzed when it directly strikes Electabuzz.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed*

SAPPHIRE Rarity: None
Trade from *FireRed*

FIRERED Rarity: Rare
Power Plant

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed*

EMERALD Rarity: None
Trade from *FireRed*

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Ardos)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Quick Attack	Normal	40	100	30
—	Leer	Normal	—	100	30
—	Thunderpunch	Electric	75	100	15
17	Light Screen	Psychic	—	—	30
25	Swift	Normal	60	—	20
36	Screech	Normal	—	85	40
47	Thunderbolt	Electric	95	100	15
58	Thunder	Electric	120	70	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

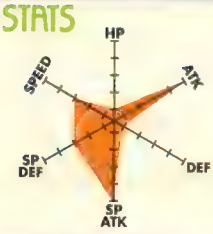
126 Magmar™

FIRE

GENERAL INFO

SPECIES: Spitfire Pokémon
HEIGHT: 4'03"
WEIGHT: 98 lbs.
ABILITY: Flame Body
If Magmar is struck directly, the opponent has a 30% chance of being burned.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *LeafGreen*

SAPPHIRE Rarity: None
Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: Rare
One Island

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Grupel)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Ember	Fire	40	100	25
—	Leer	Normal	—	100	30
—	Smog	Poison	20	70	20
—	Fire Punch	Fire	75	100	15
25	Smokescreen	Normal	—	100	20
33	Sunny Day	Fire	—	—	5
41	Flamethrower	Fire	95	100	15
49	Confuse Ray	Ghost	—	100	10
57	Fire Blast	Fire	120	85	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

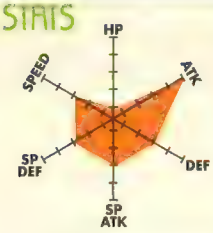
*Battle Frontier tutor move (*Emerald*)

127 Pinsir™

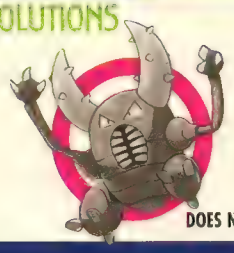
GENERAL INFO

SPECIES: Stag Beetle Pokémon
HEIGHT: 4'11"
WEIGHT: 121 lbs.
ABILITY: Hyper Cutter
Pinsir's attack power cannot be decreased.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATIONS:

RUBY — **Rarity:** Rare
Safari Zone

SAPPHIRE — **Rarity:** Rare
Safari Zone

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN — **Rarity:** Rare
Safari Zone

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD — **Rarity:** Rare
Safari Zone

XD — **Rarity:** Only One
Citadark Island (Capture from Cipher Peon Grupel)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Vicegrip	Normal	55	100	30
—	Focus Energy	Normal	—	—	30
7	Bind	Normal	15	75	20
13	Seismic Toss	Fighting	—	100	20
19	Harden	Normal	—	—	30
25	Revenge	Fighting	60	100	10
31	Brick Break	Fighting	75	100	15
37	Guillotine	Normal	—	30	5
43	Submission	Fighting	80	80	25
49	Swords Dance	Normal	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Fury Attack	Normal	15	85	20
False Swipe	Normal	40	100	40
Faint Attack	Dark	60	—	20
Flail	Normal	—	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

***Emerald* Only**

Endure*	Fury Cutter	Sleep Talk
Snore*	Swagger	

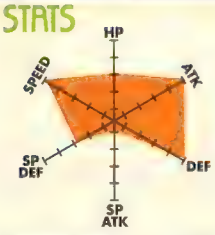
*Battle Frontier tutor move (*Emerald*)

128 Tauros™

GENERAL INFO

SPECIES: Wild Bull Pokémon
HEIGHT: 4'07"
WEIGHT: 195 lbs.
ABILITY: Intimidate
An opponent's Attack decreases when Tauros is summoned into battle.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY — **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE — **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED — **Rarity:** Rare
Safari Zone

LEAFGREEN — **Rarity:** Rare
Safari Zone

COLOSSEUM — **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD — **Rarity:** None
Trade from *FireRed/LeafGreen*

XD — **Rarity:** Only One
Citadark Island (Capture from Master Greevil)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
4	Rage	Normal	20	100	20
8	Horn Attack	Normal	65	100	25
13	Scary Face	Normal	—	90	10
19	Pursuit	Dark	40	100	20
26	Swagger	Normal	—	90	15
34	Rest	Psychic	—	—	10
43	Thrash	Normal	90	100	20
53	Take Down	Normal	90	85	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

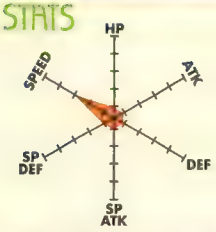
129 Magikarp™

WATER

GENERAL INFO

SPECIES: Fish Pokémon
HEIGHT: 2'11"
WEIGHT: 22 lbs.
ABILITY: Swift Swim
Increases Magikarp's Speed when it's raining.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
All Fishing Holes

SAPPHIRE Rarity: Common
All Fishing Holes

FIRERED Rarity: Common
All Fishing Holes

LEAFGREEN Rarity: Common
All Fishing Holes

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
All Fishing Holes

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
15	Tackle	Normal	35	95	35
30	Flail	Normal	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

None

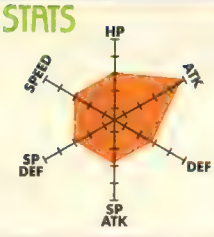
130 Gyarados™

WATER FLYING

GENERAL INFO

SPECIES: Atrocious Pokémon
HEIGHT: 21'04"
WEIGHT: 518 lbs.
ABILITY: Intimidate
When Gyarados enters battle, the opponent's Attack lowers.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
Sootopolis City

SAPPHIRE Rarity: Common
Sootopolis City

FIRERED Rarity: Common
All Fishing Holes

LEAFGREEN Rarity: Common
All Fishing Holes

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Rare
Sootopolis City

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Thrash	Normal	90	100	20
20	Bite	Dark	60	100	25
25	Dragon Rage	Dragon	—	100	10
30	Leer	Normal	—	100	30
35	Twister	Dragon	40	100	20
40	Hydro Pump	Water	120	80	5
45	Rain Dance	Water	—	—	5
50	Dragon Dance	Dragon	—	—	20
55	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

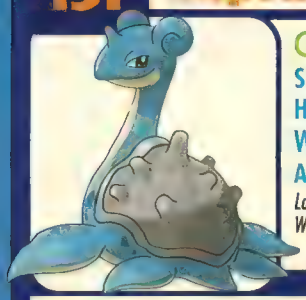
Emerald Only

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

131 Lapras™

WATER ICE



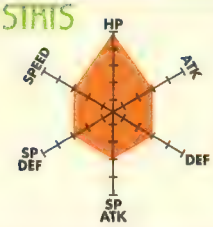
GENERAL INFO

SPECIES: Transport Pokémon
HEIGHT: 8'02"
WEIGHT: 485 lbs.

ABILITY 1: Water Absorb
Lapras gets 1/4 HPs back when a Water-type attack hits it.

ABILITY 2: Shell Armor
Protects Lapras from being hit by a critical hit.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Sylph Co., Four Island

LEAFGREEN Rarity: Rare
Sylph Co., Four Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Eldes)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
—	Growl	Normal	—	100	40
—	Sing	Normal	—	55	15
7	Mist	Ice	—	—	30
13	Body Slam	Normal	85	100	15
19	Confuse Ray	Ghost	—	100	10
25	Perish Song	Normal	—	—	5
31	Ice Beam	Ice	95	100	10
37	Rain Dance	Water	—	—	5
43	Safeguard	Normal	—	—	25
49	Hydro Pump	Water	120	80	5
55	Sheer Cold	Ice	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Curse	—	—	—	10
Dragon Dance	Dragon	—	—	20
Foresight	Normal	—	100	40
Horn Drill	Normal	—	30	5
Refresh	Normal	—	100	20
Sleep Talk	Normal	—	—	10
Substitute	Normal	—	—	10
Tickle	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

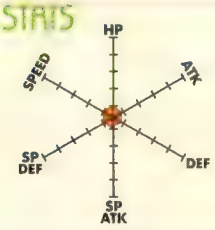
132 Ditto™

NORMAL

GENERAL INFO

SPECIES: Transform Pokémon
HEIGHT: 1'00"
WEIGHT: 9 lbs.
ABILITY: Limber
Protects Ditto from being paralyzed.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Cerulean Cave, Pokémon Mansion, Route 13, Route 14

LEAFGREEN Rarity: Common
Cerulean Cave, Pokémon Mansion, Route 13, Route 14

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Transform	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

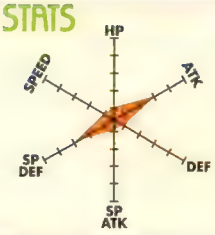
None

133 Eevee™

GENERAL INFO

SPECIES: Evolution Pokémon
HEIGHT: 1'00"
WEIGHT: 14 lbs.
ABILITY: Run Away
Allows Eevee to escape from any wild Pokémon.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Celadon Mansion Top Floor

LEAFGREEN Rarity: Only One
Celadon Mansion Top Floor

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Starter Pokémon

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Helping Hand	Normal	—	100	20
8	Sand-Attack	Ground	—	100	15
16	Growl	Normal	—	100	40
23	Quick Attack	Normal	40	100	30
30	Bite	Dark	60	100	25
36	Baton Pass	Normal	—	—	40
42	Take Down	Normal	90	85	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Charm	Normal	—	100	20
Curse	—	—	—	10
Endure	Normal	—	—	10
Flail	Normal	—	100	15
Tickle	Normal	—	100	20
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Substitute

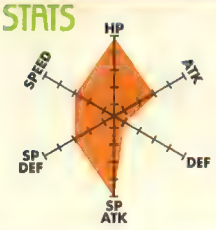
*Battle Frontier tutor move (*Emerald*)

134 Vaporeon™

GENERAL INFO

SPECIES: Bubble Jet Pokémon
HEIGHT: 3'03"
WEIGHT: 64 lbs.
ABILITY: Water Absorb
When hit by Water-type attacks, Vaporeon gets 1/4 HPs back.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Evolve Eevee

LEAFGREEN Rarity: None
Evolve Eevee

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Eevee

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Helping Hand	Normal	—	100	20
8	Sand-Attack	Ground	—	100	15
16	Water Gun	Water	40	100	25
23	Quick Attack	Normal	40	100	30
30	Bite	Dark	60	100	25
36	Aurora Beam	Ice	65	100	20
42	Haze	Ice	—	—	30
47	Acid Armor	Poison	—	—	40
52	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

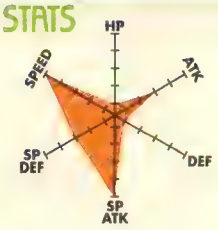
135 Jolteon™

ELECTRIC

GENERAL INFO

SPECIES: Lightning Pokémon
HEIGHT: 2'07"
WEIGHT: 54 lbs.
ABILITY: Volt Absorb
When struck by an Electric-type attack, Jolteon receives 1/4 HPs back.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Evolve Eevee

LEAFGREEN Rarity: None
Evolve Eevee

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Eevee

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Helping Hand	Normal	—	100	20
8	Sand-Attack	Ground	—	100	15
16	Thundershock	Electric	40	100	30
23	Quick Attack	Normal	40	100	30
30	Double Kick	Fighting	30	100	30
36	Pin Missile	Bug	14	85	20
42	Thunder Wave	Electric	—	100	20
47	Agility	Psychic	—	—	30
52	Thunder	Electric	120	70	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Mimic
Substitute | Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

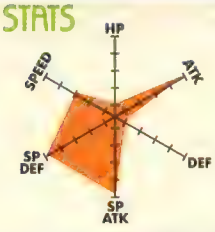
136 Flareon™

FIRE

GENERAL INFO

SPECIES: Flame Pokémon
HEIGHT: 2'11"
WEIGHT: 55 lbs.
ABILITY: Flash Fire
Enhances its Fire-type moves and protects Flareon from being damaged by Fire-type moves.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Evolve Eevee

LEAFGREEN Rarity: None
Evolve Eevee

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Eevee

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Helping Hand	Normal	—	100	20
8	Sand-Attack	Ground	—	100	15
16	Ember	Fire	40	100	25
23	Quick Attack	Normal	40	100	30
30	Bite	Dark	60	100	25
36	Fire Spin	Fire	15	70	15
42	Smog	Poison	20	70	20
47	Leer	Normal	—	100	30
52	Flamethrower	Fire	95	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Mimic
Substitute

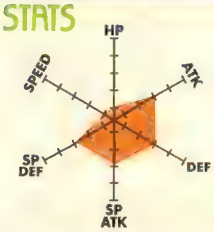
*Battle Frontier tutor move (*Emerald*)

137 Porygon™

GENERAL INFO

SPECIES: Virtual Pokémon
HEIGHT: 2'07"
WEIGHT: 80 lbs.
ABILITY: Trace
Allows Porygon to copy the opponent's ability.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Game Corner: 9,999 Coins

LEAFGREEN Rarity: Common
Game Corner: 6,500 Coins

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Conversion	Normal	—	—	30
—	Conversion 2	Normal	—	—	30
9	Agility	Psychic	—	—	30
12	Psybeam	Psychic	65	100	20
20	Recover	Normal	—	—	20
24	Sharpen	Normal	—	—	30
32	Lock-on	Normal	—	100	5
36	Tri Attack	Normal	80	100	10
44	Recycle	Normal	—	100	10
48	Zap Cannon	Electric	100	50	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Dream Eater*	Mimic
Substitute	Thunder Wave*	

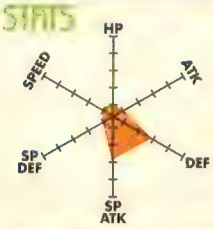
*Battle Frontier tutor move (*Emerald*)

138 Omanyte™

GENERAL INFO

SPECIES: Spiral Pokémon
HEIGHT: 1'04"
WEIGHT: 17 lbs.
ABILITY 1: Swift Swim
Increases Omanyte's Speed when it's raining.
ABILITY 2: Shell Armor
Prevents Omanyte from receiving critical hits.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Revive from Helix Fossil

LEAFGREEN Rarity: Only One
Revive from Helix Fossil

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Withdraw	Normal	—	—	40
—	Constrict	Normal	10	100	35
13	Bite	Dark	60	100	25
19	Water Gun	Water	40	100	25
25	Mud Shot	Ground	55	95	15
31	Leer	Normal	—	100	30
37	Protect	Normal	—	—	10
43	Tickle	Normal	—	100	20
49	Ancientpower	Rock	60	100	5
55	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Aurora Beam	Ice	65	100	20
Bubblebeam	Water	65	100	20
Haze	Ice	—	—	30
Rock Slide	Rock	75	90	10
Slam	Normal	80	75	20
Spikes	Ground	—	—	20
Supersonic	Normal	—	55	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

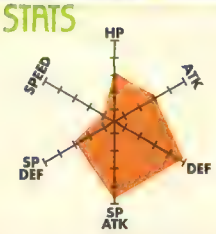
139 Omastar™

ROCK WATER

GENERAL INFO

SPECIES: Spiral Pokémon
HEIGHT: 3'03"
WEIGHT: 77 lbs.
ABILITY 1: Swift Swim
Increases Omastar's Speed when it's raining.
ABILITY 2: Shell Armor
Prevents Omastar from receiving critical hits.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Evolve Omanyte

LEAFGREEN Rarity: None
Evolve Omanyte

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Withdraw	Normal	—	—	40
—	Constrict	Normal	10	100	35
—	Bite	Dark	60	100	25
—	Water Gun	Water	40	100	25
25	Mud Shot	Ground	55	95	15
31	Leer	Normal	—	100	30
37	Protect	Normal	—	—	10
40	Spike Cannon	Normal	20	100	15
46	Tickle	Normal	—	100	20
55	Ancientpower	Rock	60	100	5
65	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

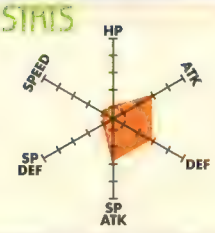
140 Kabuto™

ROCK WATER

GENERAL INFO

SPECIES: Shellfish Pokémon
HEIGHT: 1'08"
WEIGHT: 25 lbs.
ABILITY 1: Swift Swim
Increases Kabuto's Speed when it's raining.
ABILITY 2: Battle Armor
Prevents Kabuto from receiving critical hits.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Revive from Dome Fossil

LEAFGREEN Rarity: Only One
Revive from Dome Fossil

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Harden	Normal	—	—	30
13	Absorb	Grass	20	100	20
19	Leer	Normal	—	100	30
25	Mud Shot	Ground	55	95	15
31	Sand-Attack	Ground	—	100	15
37	Endure	Normal	—	—	10
43	Metal Sound	Steel	—	85	40
49	Mega Drain	Grass	40	100	10
55	Ancientpower	Rock	60	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Aurora Beam	Ice	65	100	20
Bubblebeam	Water	65	100	20
Confuse Ray	Ghost	—	100	10
Dig	Ground	60	100	10
Flail	Normal	—	100	15
Knock Off	Dark	20	100	20
Rapid Spin	Normal	20	100	40

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

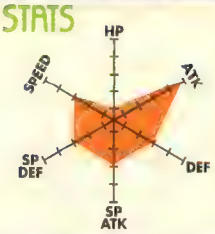
*Battle Frontier tutor move (*Emerald*)

141 Kabutops™

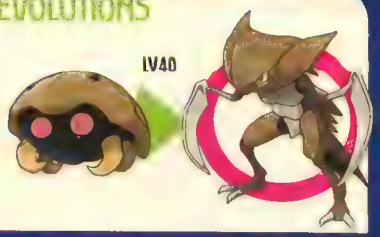
GENERAL INFO

SPECIES: Shellfish Pokémon
HEIGHT: 4'03"
WEIGHT: 89 lbs.
ABILITY 1: Swift Swim
Increases Kabutops's Speed when it's raining.
ABILITY 2: Battle Armor
Prevents Kabutops from receiving critical hits.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Kabuto

LEAFGREEN Rarity: Evolve
Evolve Kabuto

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Fury Cutter	Bug	10	95	20
—	Scratch	Normal	40	100	35
—	Harden	Normal	—	—	30
—	Absorb	Grass	20	100	20
—	Leer	Normal	—	100	30
25	Mud Shot	Ground	55	95	15
31	Sand Attack	Ground	—	100	15
37	Endure	Normal	—	—	10
40	Slash	Normal	70	100	20
46	Metal Sound	Steel	—	85	40
55	Mega Drain	Grass	40	100	10
65	Ancientpower	Rock	60	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mega Kick*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Swords Dance*	

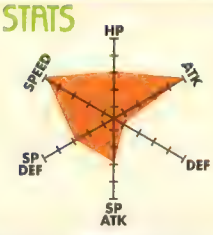
*Battle Frontier tutor move (*Emerald*)

142 Aerodactyl™

GENERAL INFO

SPECIES: Fossil Pokémon
HEIGHT: 5'11"
WEIGHT: 130 lbs.
ABILITY 1: Pressure
When an opponent damages Aerodactyl, it uses 2 PPs for that move.
ABILITY 2: Rock Head
Aerodactyl doesn't take recoil damage.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Revive the Old Amber (Found in Pewter Museum)

LEAFGREEN Rarity: Only One
Revive the Old Amber (Found in Pewter Museum)

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wing Attack	Flying	60	100	35
8	Agility	Psychic	—	—	30
15	Bite	Dark	60	100	25
22	Supersonic	Normal	—	55	20
29	Ancientpower	Rock	60	100	5
36	Scary Face	Normal	—	90	10
43	Take Down	Normal	90	85	20
50	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Curse	—	—	—	10
Dragonbreath	Dragon	60	100	20
Foresight	Normal	—	100	40
Pursuit	Dark	40	100	20
Steel Wing	Steel	70	90	25
Whirlwind	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Rock Slide*
Substitute		

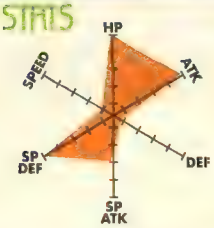
*Battle Frontier tutor move (*Emerald*)

143 Snorlax™

GENERAL INFO

SPECIES: Sleeping Pokémon
HEIGHT: 6'11"
WEIGHT: 1014 lbs.
ABILITY 1: Immunity
Prevents Snorlax from being poisoned.
ABILITY 2: Thick Fat
Fire-type and Ice-type attacks are half the damage on Snorlax.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only Two
Route 12, Route 16

LEAFGREEN Rarity: Only Two
Route 12, Route 16

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Ardos)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
5	Amnesia	Psychic	—	—	20
9	Defense Curl	Normal	—	—	40
13	Belly Drum	Normal	—	—	10
17	Headbutt	Normal	70	100	15
21	Yawn	Normal	—	100	10
25	Rest	Psychic	—	—	10
29	Snore	Normal	40	100	15
33	Body Slam	Normal	85	100	15
37	Sleep Talk	Normal	—	—	10
41	Block	Normal	—	100	5
45	Covet	Normal	40	100	40
49	Rollout	Rock	30	90	20
53	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20

EGG MOVES*

Name	Type	Power	ACC	PP
Charm	Normal	—	100	20
Curse	—	—	—	10
Double-Edge	Normal	120	100	15
Fissure	Ground	—	30	5
Lick	Ghost	20	100	30
Substitute	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute		

*Battle Frontier tutor move (*Emerald*)

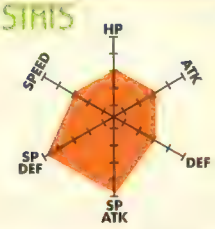
144 Articuno™

ICE FLYING

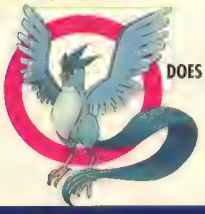
GENERAL INFO

SPECIES: Freeze Pokémon
HEIGHT: 5'07"
WEIGHT: 122 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Articuno.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Seafoam Islands

LEAFGREEN Rarity: Only One
Seafoam Islands

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Master Greevil)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Gust	Flying	40	100	35
—	Powder Snow	Ice	40	100	25
13	Mist	Ice	—	—	30
25	Agility	Psychic	—	—	30
37	Mind Reader	Normal	—	100	5
49	Ice Beam	Ice	95	100	10
61	Reflect	Psychic	—	—	20
73	Blizzard	Ice	120	70	5
85	Sheer Cold	Ice	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM37	Sandstorm	Ground	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Mimic	Substitute

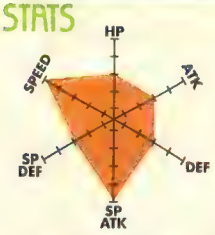
145 Zapdos™

ELECTRIC FLYING

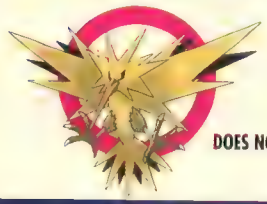
GENERAL INFO

SPECIES: Electric Pokémon
HEIGHT: 5'03"
WEIGHT: 116 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Zapdos.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Power Plant

LEAFGREEN Rarity: Only One
Power Plant

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Master Greevil)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Thundershock	Electric	40	100	30
—	Peck	Flying	35	100	35
13	Thunder Wave	Electric	—	100	20
25	Agility	Psychic	—	—	30
37	Detect	Fight	—	—	5
49	Drill Peck	Flying	80	100	20
61	Charge	Electric	—	100	20
73	Light Screen	Psychic	—	—	30
85	Thunder	Electric	120	70	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Ground	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

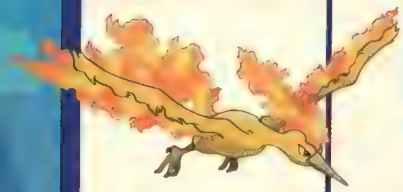
FireRed/LeafGreen and Emerald Only

Double-Edge | Mimic | Substitute | Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

146 Moltres™

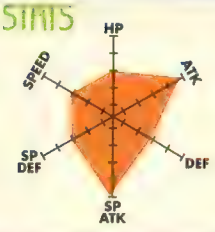
FIRE FLYING



GENERAL INFO

SPECIES: Flame Pokémon
HEIGHT: 6'07"
WEIGHT: 132 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Moltres.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
One Island

LEAFGREEN Rarity: Only One
One Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Citadark Island (Capture from Master Greevil)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wing Attack	Flying	60	100	35
—	Ember	Fire	40	100	25
13	Fire Spin	Fire	15	70	15
25	Agility	Psychic	—	—	30
37	Endure	Normal	—	—	10
49	Flamethrower	Fire	95	100	15
61	Safeguard	Normal	—	—	25
73	Heat Wave	Fire	100	90	10
85	Sky Attack	Flying	140	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM47	Steel Wing	Steel	70	90	25
TM50	Overheat	Fire	140	90	5
HM02	Fly	Flying	70	95	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Double-Edge | Mimic | Substitute

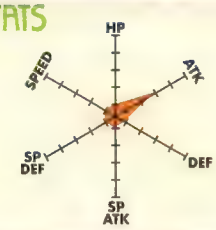
147 Dratini™

DRAGON

GENERAL INFO

SPECIES: Dragon Pokémon
HEIGHT: 5'11"
WEIGHT: 7 lbs.
ABILITY: Shed Skin
Status effects only last one turn on Dratini. Has a 30% chance of success.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Safari Zone

LEAFGREEN Rarity: Rare
Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wrap	Normal	15	85	20
—	Leer	Normal	—	100	30
8	Thunder Wave	Electric	—	100	20
15	Twister	Dragon	40	100	20
22	Dragon Rage	Dragon	—	100	10
29	Slam	Normal	80	75	20
36	Agility	Psychic	—	—	30
43	Safeguard	Normal	—	—	25
50	Outrage	Dragon	90	100	15
57	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Dragon Dance	Dragon	—	—	20
Dragonbreath	Dragon	60	100	20
Haze	Ice	—	—	30
Light Screen	Psychic	—	—	30
Mist	Ice	—	—	30
Supersonic	Normal	—	55	20

*Learned Via Breeding

MOVE TUTOR

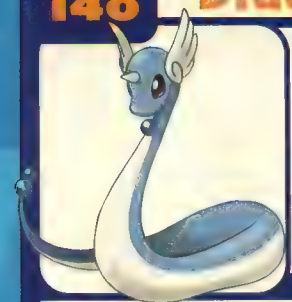
***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

148 Dragonair™

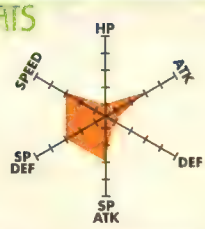
DRAGON



GENERAL INFO

SPECIES: Dragon Pokémon
HEIGHT: 13'01"
WEIGHT: 36 lbs.
ABILITY: Shed Skin
Status effects only last one turn on Dragonair. Has a 30% chance of success.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Dratini, Safari Zone

LEAFGREEN Rarity: Rare
Evolve Dratini, Safari Zone

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wrap	Normal	15	85	20
—	Leer	Normal	—	100	30
—	Thunder Wave	Electric	—	100	20
—	Twister	Dragon	40	100	20
22	Dragon Rage	Dragon	—	100	10
29	Slam	Normal	80	75	20
38	Agility	Psychic	—	—	30
47	Safeguard	Normal	—	—	25
56	Outrage	Dragon	90	100	15
65	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

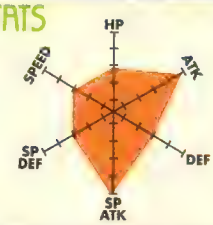
149 Dragonite™

DRAGON FLYING

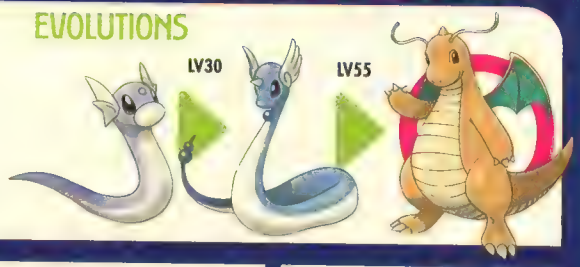
GENERAL INFO

SPECIES: Dragon Pokémon
HEIGHT: 7'03"
WEIGHT: 463 lbs.
ABILITY: Inner Focus
Prevents Dragonite from flinching.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Evolve Dragonair

LEAFGREEN Rarity: None
Evolve Dragonair

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Capture from Miror B. after shutting down the Cipher Key Lair

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wrap	Normal	15	85	20
—	Leer	Normal	—	100	30
—	Thunder Wave	Electric	—	100	20
—	Twister	Dragon	40	100	20
22	Dragon Rage	Dragon	—	100	10
29	Slam	Normal	80	75	20
38	Agility	Psychic	—	—	30
47	Safeguard	Normal	—	—	25
55	Wing Attack	Flying	60	100	35
61	Outrage	Dragon	90	100	15
75	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Dragon Dance	Dragon	—	—	20
Dragonbreath	Dragon	60	100	20
Haze	Ice	—	—	30
Light Screen	Psychic	—	—	30
Mist	Ice	—	—	30
Supersonic	Normal	—	55	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

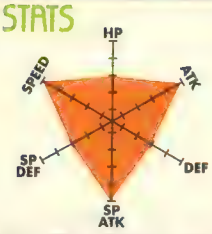
150 Mewtwo™

PSYCHIC

GENERAL INFO

SPECIES: Genetic Pokémon
HEIGHT: 6'07"
WEIGHT: 269 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Mewtwo.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Cerulean Cave

LEAFGREEN Rarity: Only One
Cerulean Cave

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Confusion	Psychic	50	100	25
—	Disable	Normal	—	55	20
11	Barrier	Psychic	—	—	30
22	Mist	Ice	—	—	30
33	Swift	Normal	60	—	20
44	Recover	Normal	—	—	20
55	Safeguard	Normal	—	—	25
66	Psychic	Psychic	90	100	10
77	Psych Up	Normal	—	—	10
88	Future Sight	Psychic	80	90	15
99	Amnesia	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

151 Mew™

note This character has not been released in the United States.

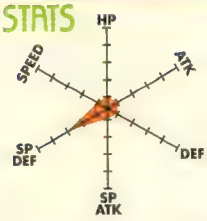
152 Chikorita™

GRASS

GENERAL INFO

SPECIES: Leaf Pokémon
HEIGHT: 2'11"
WEIGHT: 14 lbs.
ABILITY: Overgrow
When Chikorita's HPs are very low, its Grass-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade Bayleef or Meganium from *Colosseum* then breed

SAPPHIRE **Rarity:** None
Trade Bayleef or Meganium from *Colosseum* then breed

FIRERED **Rarity:** None
Trade Bayleef or Meganium from *Colosseum* then breed

LEAFGREEN **Rarity:** None
Trade Bayleef or Meganium from *Colosseum* then breed

COLOSSEUM **Rarity:** Breed
Breed in *Ruby/Sapphire/FireRed/LeafGreen* then trade back to *Colosseum*

EMERALD **Rarity:** Only One
Trade Bayleef or Meganium from *Colosseum* then breed, Littleroot Town

XD **Rarity:** Only One
Complete Mt. Battle in Story mode

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
8	Razor Leaf	Grass	55	95	25
12	Reflect	Psychic	—	—	20
15	Poisonpowder	Poison	—	75	35
22	Synthesis	Grass	—	—	5
29	Body Slam	Normal	85	100	15
36	Light Screen	Psychic	—	—	30
43	Safeguard	Normal	—	—	25
50	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Counter	Fighting	—	100	20
Flail	Normal	—	100	15
Grasswhistle	Grass	—	55	15
Ingrain	Grass	—	100	20
Leech Seed	Grass	—	90	10
Nature Power	Normal	—	95	20
Vine Whip	Grass	35	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Swords Dance*

*Battle Frontier tutor move (*Emerald*)

POKÉMON FACTS

Bulbasaur always has its lunch with it, thanks to the photosynthetic bulb on its back.

POKÉMON FACTS

As if the stench from a Grimer wasn't bad enough, it also leaves bits of itself behind as it slides about the ground, which gradually become new Grimer.

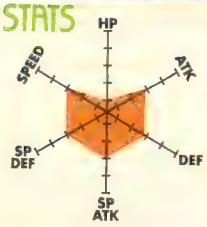
153 Bayleef™

GRASS

GENERAL INFO

SPECIES: Leaf Pokémon
HEIGHT: 3'11"
WEIGHT: 35 lbs.
ABILITY: Overgrow
When Bayleef's HPs are very low, its Grass-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Obtained from Mystery Troop Verde in Phenac City

EMERALD Rarity: None
Trade from *Colosseum*

XD Rarity: Evolve
Evolve Chikorita

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Razor Leaf	Grass	55	95	25
—	Reflect	Psychic	—	—	20
15	Poisonpowder	Poison	—	75	35
23	Synthesis	Grass	—	—	5
31	Body Slam	Normal	85	100	15
39	Light Screen	Psychic	—	—	30
47	Safeguard	Normal	—	—	25
55	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

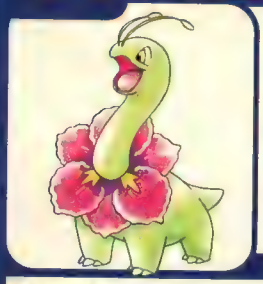
FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Swords Dance*

*Battle Frontier tutor move (*Emerald*)

154 Meganium™

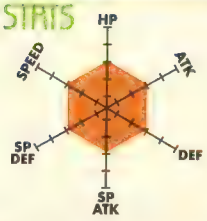
GRASS



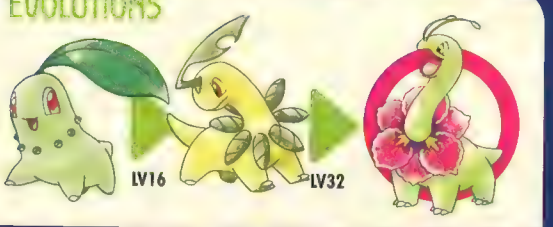
GENERAL INFO

SPECIES: Herb Pokémon
HEIGHT: 5'11"
WEIGHT: 222 lbs.
ABILITY: Overgrow
When Meganium's HPs are very low, its Grass-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Evolve
Evolve Bayleef

EMERALD Rarity: Evolve
Evolve Bayleef

XD Rarity: Evolve
Evolve Bayleef

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Razor Leaf	Grass	55	95	25
—	Reflect	Psychic	—	—	20
15	Poisonpowder	Poison	—	75	35
23	Synthesis	Grass	—	—	5
31	Body Slam	Normal	85	100	15
41	Light Screen	Psychic	—	—	30
51	Safeguard	Normal	—	—	25
61	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Swords Dance*

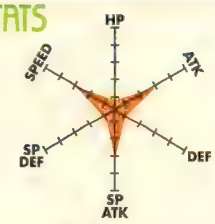
*Battle Frontier tutor move (*Emerald*)

155 Cyndaquil™

GENERAL INFO

SPECIES: Fire Mouse Pokémon
HEIGHT: 1'08"
WEIGHT: 17 lbs.
ABILITY: Blaze
When Cyndaquil's HPs are very low, its Fire-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: **None**
Trade Quilava or Typhlosion from *Colosseum* then breed

SAPPHIRE Rarity: **None**
Trade Quilava or Typhlosion from *Colosseum* then breed

FIRERED Rarity: **None**
Trade Quilava or Typhlosion from *Colosseum* then breed

LEAFGREEN Rarity: **None**
Trade Quilava or Typhlosion from *Colosseum* then breed

COLOSSEUM Rarity: **Breed**
Breed in *Ruby/Sapphire/FireRed/LeafGreen* then trade back to *Colosseum*

EMERALD Rarity: **Only One**
Trade Quilava or Typhlosion from *Colosseum* then breed, Littleroot Town

XD Rarity: **Only One**
Reward from Battlus for climbing Mt. Battle without switching Pokémon

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Leer	Normal	—	100	30
6	Smokescreen	Normal	—	100	20
12	Ember	Fire	40	100	25
19	Quick Attack	Normal	40	100	30
27	Flame Wheel	Fire	60	100	25
36	Swift	Normal	60	—	20
46	Flamethrower	Fire	95	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30

EGG MOVES*

Name	Type	Power	ACC	PP
Covet	Normal	40	100	40
Crush Claw	Normal	75	95	10
Foresight	Normal	—	100	40
Fury Swipes	Normal	18	80	15
Howl	Normal	—	—	40
Quick Attack	Normal	40	100	30
Reversal	Fighting	—	100	15
Thrash	Normal	90	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

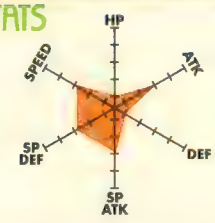
*Battle Frontier tutor move (*Emerald*)

156 Quilava™

GENERAL INFO

SPECIES: Volcano Pokémon
HEIGHT: 2'11"
WEIGHT: 42 lbs.
ABILITY: Blaze
When Quilava's HPs are very low, its Fire-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: **None**
Trade from *Colosseum*

SAPPHIRE Rarity: **None**
Trade from *Colosseum*

FIRERED Rarity: **None**
Trade from *Colosseum*

LEAFGREEN Rarity: **None**
Trade from *Colosseum*

COLOSSEUM Rarity: **Only One**
Phenac City

EMERALD Rarity: **None**
Trade from *Colosseum*

XD Rarity: **Evolve**
Evolve Cyndaquil

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Leer	Normal	—	100	30
—	Smokescreen	Normal	—	100	20
12	Ember	Fire	40	100	25
21	Quick Attack	Normal	40	100	30
31	Flame Wheel	Fire	60	100	25
42	Swift	Normal	60	—	20
54	Flamethrower	Fire	95	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

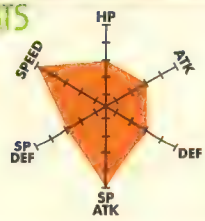
157 Typhlosion™

FIRE

GENERAL INFO

SPECIES: Volcano Pokémon
HEIGHT: 5'07"
WEIGHT: 175 lbs.
ABILITY: Blaze
When Typhlosion's HPs are very low, its Fire-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Evolve
Evolve Quilava

EMERALD Rarity: Evolve
Evolve Quilava

XD Rarity: Evolve
Evolve Quilava

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Leer	Normal	—	100	30
—	Smokescreen	Normal	—	100	20
—	Ember	Fire	40	100	25
21	Quick Attack	Normal	40	100	30
31	Flame Wheel	Fire	60	100	25
45	Swift	Normal	60	—	20
60	Flamethrower	Fire	95	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

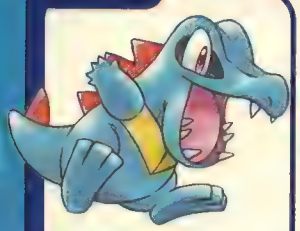
FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

158 Totodile™

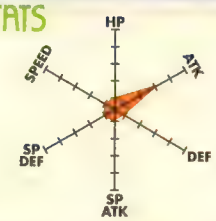
WATER



GENERAL INFO

SPECIES: Big Jaw Pokémon
HEIGHT: 2'00"
WEIGHT: 21 lbs.
ABILITY: Torrent
When Totodile's HPs are very low, its Water-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade Croconaw or Feraligatr from *Colosseum* then breed

SAPPHIRE Rarity: None
Trade Croconaw or Feraligatr from *Colosseum* then breed

FIRERED Rarity: None
Trade Croconaw or Feraligatr from *Colosseum* then breed

LEAFGREEN Rarity: None
Trade Croconaw or Feraligatr from *Colosseum* then breed

COLOSSEUM Rarity: None
Breed in *Ruby/Sapphire/FireRed/LeafGreen* then trade back to *Colosseum*

EMERALD Rarity: Only One
Trade Croconaw or Feraligatr from *Colosseum* then breed, Littleroot Town

XD Rarity: Only One
Reward from Battlus for climbing Mt. Battle without switching Pokémon

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
7	Rage	Normal	20	100	20
13	Water Gun	Water	40	100	25
20	Bite	Dark	60	100	25
27	Scary Face	Normal	—	90	10
35	Slash	Normal	70	100	20
43	Screech	Normal	—	85	40
52	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Crunch	Dark	80	100	15
Dragon Claw	Dragon	80	100	15
Hydro Pump	Water	120	80	5
Mud Sport	Ground	—	100	15
Rock Slide	Rock	75	90	10
Thrash	Normal	90	100	20
Water Sport	Water	—	100	15

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

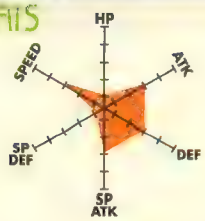
159 Croconaw™

WATER

GENERAL INFO

SPECIES: Big Jaw Pokémon
HEIGHT: 3'07"
WEIGHT: 55 lbs.
ABILITY: Torrent
When Croconaw's HPs are very low, its Water-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Phenac City

EMERALD Rarity: None
Trade from *Colosseum*

XD Rarity: Evolve
Evolve Totodile

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
—	Rage	Normal	20	100	20
13	Water Gun	Water	40	100	25
21	Bite	Dark	60	100	25
28	Scary Face	Normal	—	90	10
37	Slash	Normal	70	100	20
45	Screech	Normal	—	85	40
55	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

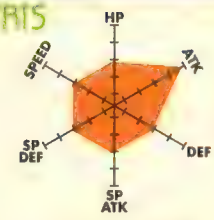
160 Feraligatr™

WATER

GENERAL INFO

SPECIES: Big Jaw Pokémon
HEIGHT: 7'07"
WEIGHT: 196 lbs.
ABILITY: Torrent
When Feraligatr's HPs are very low, its Water-type attacks are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Evolve
Evolve Croconaw

EMERALD Rarity: Evolve
Evolve Croconaw

XD Rarity: Evolve
Evolve Croconaw

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
—	Rage	Normal	20	100	20
—	Water Gun	Water	40	100	25
21	Bite	Dark	60	100	25
28	Scary Face	Normal	—	90	10
38	Slash	Normal	70	100	20
47	Screech	Normal	—	85	40
58	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fight	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

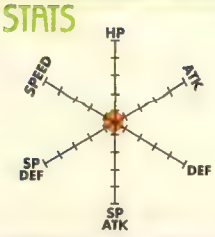
*Battle Frontier tutor move (*Emerald*)

161 Sentret™

GENERAL INFO

SPECIES: Scout Pokémon
HEIGHT: 2'07"
WEIGHT: 13 lbs.
ABILITY 1: Run Away
Allows Sentret to escape from wild Pokémon.
ABILITY 2: Keen Eye
Protects Sentret from having its Accuracy lowered.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Five Island, Six Island, Seven Island

LEAFGREEN Rarity: Common
Five Island, Six Island, Seven Island

COLOSSEUM Rarity: Breed
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
4	Defense Curl	Normal	—	—	40
7	Quick Attack	Normal	40	100	30
12	Fury Swipes	Normal	18	80	15
17	Helping Hand	Normal	—	100	20
24	Slam	Normal	80	75	20
31	Follow Me	Normal	—	100	20
40	Rest	Psychic	—	—	10
49	Amnesia	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Assist	Normal	—	100	20
Double-Edge	Normal	120	100	15
Focus Energy	Normal	—	—	30
Pursuit	Dark	40	100	20
Reversal	Fighting	—	100	15
Slash	Normal	70	100	20
Substitute	Normal	—	—	10
Trick	Psychic	—	100	10

*Learned Via Breeding

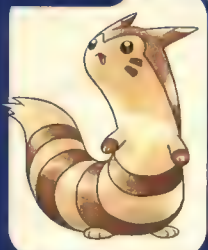
MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

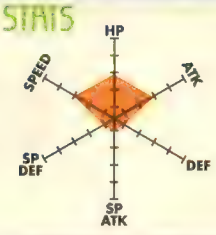
162 Furret™



GENERAL INFO

SPECIES: Long Body Pokémon
HEIGHT: 5'11"
WEIGHT: 72 lbs.
ABILITY 1: Run Away
Allows Furret to escape from wild Pokémon.
ABILITY 2: Keen Eye
Protects Furret from having its Accuracy lowered.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Evolve Sentret

SAPPHIRE Rarity: None
Evolve Sentret

FIRERED Rarity: Evolve
Evolve Sentret

LEAFGREEN Rarity: Evolve
Evolve Sentret

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: None
Trade from *Colosseum*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Defense Curl	Normal	—	—	40
—	Quick Attack	Normal	40	100	30
12	Fury Swipes	Normal	18	80	15
19	Helping Hand	Normal	—	100	20
28	Slam	Normal	80	75	20
37	Follow Me	Normal	—	100	20
48	Rest	Psychic	—	—	10
59	Amnesia	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

163 Hoothoot™

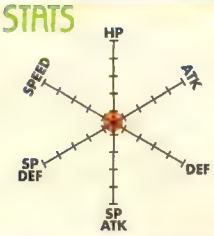
NORMAL FLYING

GENERAL INFO

SPECIES: Owl Pokémon
HEIGHT: 2'04"
WEIGHT: 47 lbs.
ABILITY 1: Insomnia
Prevents Hoothoot from being put to sleep.

ABILITY 2: Keen Eye
Protects Hoothoot from having its Accuracy lowered.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade Noctowl from *Colosseum*, then breed

SAPPHIRE Rarity: None
Trade Noctowl from *Colosseum*, then breed

FIRERED Rarity: None
Trade Noctowl from *Colosseum*, then breed

LEAFGREEN Rarity: None
Trade Noctowl from *Colosseum*, then breed

COLOSSEUM Rarity: Breed
Breed Noctowl in *Ruby/Sapphire/FireRed/LeafGreen* then trade back

EMERALD Rarity: Rare
Safari Zone

XD Rarity: None
Trade Noctowl from *Colosseum*, then breed

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
6	Foresight	Normal	—	100	40
11	Peck	Flying	35	100	35
16	Hypnosis	Psychic	—	60	20
22	Reflect	Psychic	—	—	20
28	Take Down	Normal	90	85	20
34	Confusion	Psychic	50	100	25
48	Dream Eater	Psychic	100	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Featherdance	Flying	—	100	15
Faint Attack	Dark	60	—	20
Mirror Move	Flying	—	—	20
Sky Attack	Flying	140	90	5
Supersonic	Normal	—	55	20
Whirlwind	Normal	—	100	20
Wing Attack	Flying	60	100	35

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge, Dream Eater*, Mimic, Substitute

*Battle Frontier tutor move (*Emerald*)

164 Noctowl™

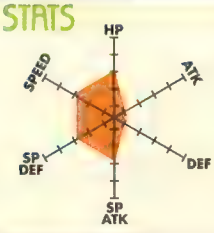
NORMAL FLYING

GENERAL INFO

SPECIES: Owl Pokémon
HEIGHT: 5'03"
WEIGHT: 90 lbs.
ABILITY 1: Insomnia
Prevents Noctowl from being put to sleep.

ABILITY 2: Keen Eye
Protects Noctowl from having its Accuracy lowered.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: Evolve
Evolve Hoothoot

XD Rarity: None
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Foresight	Normal	—	100	40
—	Peck	Flying	35	100	35
16	Hypnosis	Psychic	—	60	20
25	Reflect	Psychic	—	—	20
33	Take Down	Normal	90	85	20
41	Confusion	Psychic	50	100	25
57	Dream Eater	Psychic	100	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge, Dream Eater*, Mimic, Substitute

*Battle Frontier tutor move (*Emerald*)

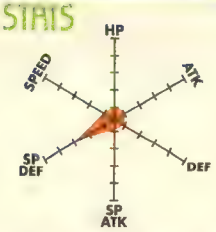
165 Ledyba™

BUG FLYING

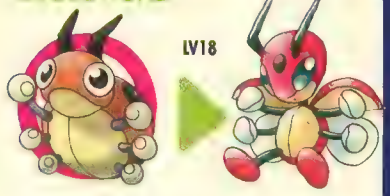
GENERAL INFO

SPECIES: Five Star Pokémon
HEIGHT: 3'03"
WEIGHT: 24 lbs.
ABILITY 1: Early Bird — *Allows Ledyba to wake up earlier when put to sleep.*
ABILITY 2: Swarm — *When Ledyba's HPs are low, its Bug-type moves are multiplied by 1.5.*

STATS



EVOLUTIONS



LOCATION(S):

RUBY — **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE — **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED — **Rarity:** Rare
Six Island

LEAFGREEN — **Rarity:** Rare
Six Island

COLOSSEUM — **Rarity:** Breed
Breed Ledian in *Ruby/Sapphire/FireRed/LeafGreen* then trade back

EMERALD — **Rarity:** Rare
Safari Zone

XD — **Rarity:** Only One
Gateon Port (Capture from Casual Guy Cyle)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
8	Supersonic	Normal	—	55	20
15	Comet Punch	Normal	18	85	15
22	Light Screen	Psychic	—	—	30
22	Reflect	Psychic	—	—	20
22	Safeguard	Normal	—	—	25
29	Baton Pass	Normal	—	—	40
36	Swift	Normal	60	—	20
43	Agility	Psychic	—	—	30
50	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Bide	Normal	—	100	10
Psybeam	Psychic	65	100	20
Silver Wind	Bug	60	100	5

*Learned Via Breeding

MOVE TUTOR

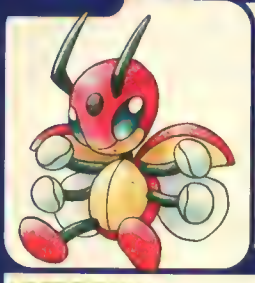
FireRed/LeafGreen and Emerald Only

Double-Edge	Mega Punch*	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

166 Ledian™

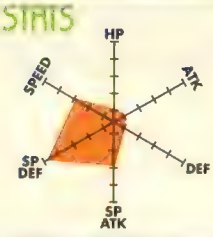
BUG FLYING



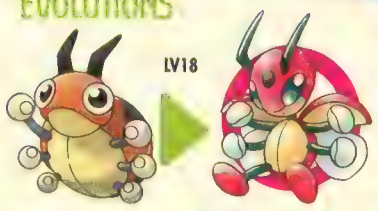
GENERAL INFO

SPECIES: Five Star Pokémon
HEIGHT: 4'07"
WEIGHT: 79 lbs.
ABILITY 1: Early Bird — *Allows Ledian to wake up earlier when put to sleep.*
ABILITY 2: Swarm — *When Ledian's HPs are low, its Bug-type moves are multiplied by 1.5.*

STATS



EVOLUTIONS



LOCATION(S):

RUBY — **Rarity:** Evolve
Trade from *Colosseum*

SAPPHIRE — **Rarity:** Evolve
Trade from *Colosseum*

FIRERED — **Rarity:** Evolve
Trade from *Colosseum*

LEAFGREEN — **Rarity:** Evolve
Trade from *Colosseum*

COLOSSEUM — **Rarity:** Only One
The Under

EMERALD — **Rarity:** Evolve
Evolve Ledyba

XD — **Rarity:** Evolve
Evolve Ledyba

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Supersonic	Normal	—	55	20
15	Comet Punch	Normal	18	85	15
24	Light Screen	Psychic	—	—	30
24	Reflect	Psychic	—	—	20
24	Safeguard	Normal	—	—	25
33	Baton Pass	Normal	—	—	40
42	Swift	Normal	60	—	20
51	Agility	Psychic	—	—	30
60	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Double-Edge	Mega Punch*	Mimic
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

167 Spinarak™

BUG POISON

GENERAL INFO

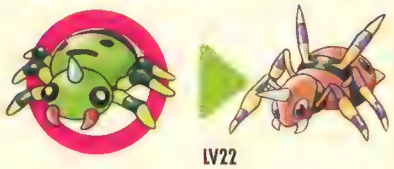
SPECIES: String Spit Pokémon
HEIGHT: 1'08"
WEIGHT: 19 lbs.
ABILITY: Insomnia **ABILITY 2:** Swarm

Prevents Spinarak from being put to sleep.

When Spinarak's HPs are low, its Bug-type moves are multiplied by 1.5.

STATS

EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED **Rarity:** Rare
Six Island

LEAFGREEN **Rarity:** Rare
Six Island

COLOSSEUM **Rarity:** None
Breed Ariados in *Ruby/Sapphire/FireRed/LeafGreen* then trade back

EMERALD **Rarity:** Rare
Safari Zone

XD **Rarity:** Only One
Cipher Lab (Capture from Cipher Peon Nexir)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
—	String Shot	Bug	—	95	40
6	Scary Face	Normal	—	90	10
11	Constrict	Normal	10	100	35
17	Night Shade	Ghost	—	100	15
23	Leech Life	Bug	20	100	15
30	Fury Swipes	Normal	18	80	15
37	Spider Web	Bug	—	100	10
45	Agility	Psychic	—	—	30
53	Psychic	Psychic	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Baton Pass	Normal	—	—	40
Disable	Normal	—	55	20
Psybeam	Psychic	65	100	20
Pursuit	Dark	40	100	20
Signal Beam	Bug	75	100	15
Sonicboom	Normal	—	90	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

168 Ariados™

BUG POISON

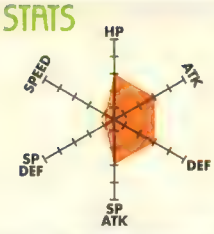
GENERAL INFO

SPECIES: Long Leg Pokémon
HEIGHT: 3'07"
WEIGHT: 74 lbs.
ABILITY: Insomnia **ABILITY 2:** Swarm

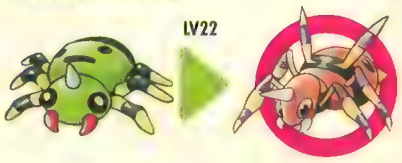
Prevents Ariados from being put to sleep.

When Ariados's HPs are low, its Bug-type moves are multiplied by 1.5.

STATS



EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** Evolve
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE **Rarity:** Evolve
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED **Rarity:** Evolve
Evolve Spinarak

LEAFGREEN **Rarity:** Evolve
Evolve Spinarak

COLOSSEUM **Rarity:** Only One
Shadow Pokémon Lab

EMERALD **Rarity:** Evolve
Evolve Spinarak

XD **Rarity:** Evolve
Evolve Spinarak

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
—	String Shot	Bug	—	95	40
—	Scary Face	Normal	—	90	10
—	Constrict	Normal	10	100	35
17	Night Shade	Ghost	—	100	15
25	Leech Life	Bug	20	100	15
34	Fury Swipes	Normal	18	80	15
43	Spider Web	Bug	—	100	10
53	Agility	Psychic	—	—	30
63	Psychic	Psychic	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

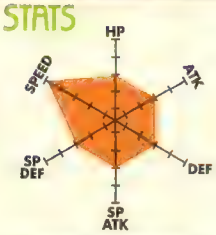
169 Crobat™

POISON FLYING

GENERAL INFO

SPECIES: Bat Pokémon
HEIGHT: 5'11"
WEIGHT: 165 lbs.
ABILITY: Inner Focus
Prevents Crobat from flinching.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Golbat

SAPPHIRE Rarity: Evolve
Evolve Golbat

FIRERED Rarity: Evolve
Evolve Golbat

LEAFGREEN Rarity: Evolve
Evolve Golbat

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Golbat

XD Rarity: Evolve
Evolve Golbat

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leech Life	Bug	20	100	15
—	Screech	Normal	—	85	40
—/6	Astonish	Ghost	30	100	15
—/11	Supersonic	Normal	—	55	20
16	Bite	Dark	60	100	25
21	Wing Attack	Flying	60	100	35
28	Confuse Ray	Ghost	—	100	10
35	Air Cutter	Flying	55	95	25
42	Mean Look	Normal	—	100	5
49	Poison Fang	Poison	50	100	15
56	Haze	Ice	—	—	30

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
TM49	Snatch	Dark	—	100	10
HM02	Fly	Flying	70	95	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

170 Chinchou™

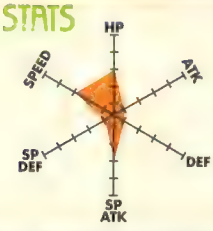
ELECTRIC WATER

GENERAL INFO

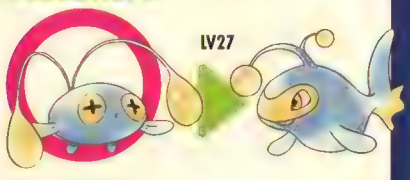
SPECIES: Angler Pokémon
HEIGHT: 1'08"
WEIGHT: 26 lbs.
ABILITY 1: Volt Absorb
Chinchou's HPs are restored every time it gets struck by an Electric-type attack.

ABILITY 2: Illuminate
When Chinchou is in the first slot, the chances of running into a wild Pokémon increase.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Common
Route 124, Route 126

SAPPHIRE Rarity: Common
Route 124, Route 126

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Common
Route 124, Route 126

XD Rarity: None
Trade from *Ruby/Sapphire*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
—	Thunder Wave	Electric	—	100	20
5	Supersonic	Normal	—	55	20
13	Flail	Normal	—	100	15
17	Water Gun	Water	40	100	25
25	Spark	Electric	65	100	20
29	Confuse Ray	Ghost	—	100	10
37	Take Down	Normal	90	85	20
41	Hydro Pump	Water	120	80	5
49	Charge	Electric	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Flail	Normal	—	100	15
Screech	Normal	—	85	40
Amnesia	Psychic	—	—	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Thunder Wave*		

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

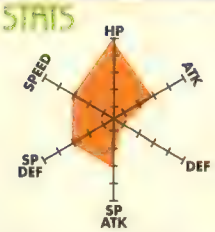
171 Lanturn™

ELECTRIC WATER

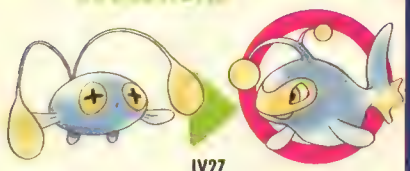
GENERAL INFO

SPECIES: Light Pokémon
HEIGHT: 3'11"
WEIGHT: 50 lbs.
ABILITY 1: Volt Absorb
Lanturn's HPs are restored every time it gets struck by an Electric-type attack.
ABILITY 2: Illuminate
When Lanturn is in the first slot, the chances of running into a wild Pokémon increase.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Evolve
Evolve Chinchou

SAPPHIRE Rarity: Evolve
Evolve Chinchou

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Chinchou

XD Rarity: None
Trade from *Ruby/Sapphire*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
—	Thunder Wave	Electric	—	100	20
—	Supersonic	Normal	—	55	20
13	Flail	Normal	—	100	15
17	Water Gun	Water	40	100	25
25	Spark	Electric	65	100	20
32	Confuse Ray	Ghost	—	100	10
43	Take Down	Normal	90	85	20
50	Hydro Pump	Water	120	80	5
61	Charge	Electric	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Thunder Wave*		

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

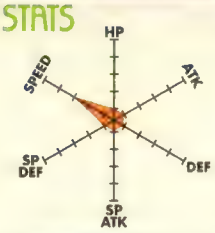
172 Pichu™

ELECTRIC

GENERAL INFO

SPECIES: Tiny Mouse Pokémon
HEIGHT: 1'00"
WEIGHT: 4 lbs.
ABILITY: Static
An opponent has a 30% chance of being paralyzed if Pichu is hit directly.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Breed
Breed Pikachu

SAPPHIRE Rarity: Breed
Breed Pikachu

FIRERED Rarity: Breed
Breed Pikachu

LEAFGREEN Rarity: Breed
Breed Pikachu

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Breed
Breed Pikachu

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Thundershock	Electric	40	100	30
—	Charm	Normal	—	100	20
6	Tail Whip	Normal	—	100	30
8	Thunder Wave	Electric	—	100	20
11	Sweet Kiss	Normal	—	75	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Reversal	Fighting	—	100	15
Bide	Normal	—	100	10
Encore	Normal	—	100	5
Doubleslap	Normal	15	85	10
Charge	Electric	—	100	20
Present	Normal	—	90	15
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Endure*	Metronome
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

173 Cleffa™

GENERAL INFO

SPECIES: Star Shape Pokémon
HEIGHT: 1'0"
WEIGHT: 7 lbs.
ABILITY: Cute Charm
If an opponent physically strikes Cleffa, it has a 30% chance of becoming attracted to it.

STATS

EVOLUTIONS

FRIENDSHIP — MOON STONE

LOCATION(S):

RUBY — **Rarity:** None
Trade from *FireRed/LeafGreen*

SAPPHIRE — **Rarity:** None
Trade from *FireRed/LeafGreen*

FIRERED — **Rarity:** Breed
Breed Clefairy

LEAFGREEN — **Rarity:** Breed
Breed Clefairy

COLOSSEUM — **Rarity:** None
Trade from *FireRed/LeafGreen*

EMERALD — **Rarity:** None
Trade from *FireRed/LeafGreen*

XD — **Rarity:** None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Charm	Normal	—	100	20
4	Encore	Normal	—	100	5
8	Sing	Normal	—	55	15
13	Sweet Kiss	Normal	—	75	10
17	Magical Leaf	Grass	60	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Amnesia	Psychic	—	—	20
Belly Drum	Normal	—	—	10
Metronome	Normal	—	—	10
Mimic	Normal	—	100	10
Present	Normal	—	90	15
Substitute	Normal	—	—	10
Wish	Normal	—	100	10
Bounce	Flying	85	85	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Softboiled	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

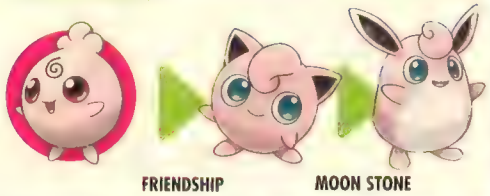
174 Igglybuff™

GENERAL INFO

SPECIES: Balloon Pokémon
HEIGHT: 1'00"
WEIGHT: 2 lbs.
ABILITY: Cute Charm
If an opponent physically strikes Igglybuff, it has a 30% chance of becoming attracted to it.

STATS

EVOLUTIONS



FRIENDSHIP — MOON STONE

LOCATION(S):

RUBY — **Rarity:** Breed
Breed Jigglypuff

SAPPHIRE — **Rarity:** Breed
Breed Jigglypuff

FIRERED — **Rarity:** Breed
Breed Jigglypuff

LEAFGREEN — **Rarity:** Breed
Breed Jigglypuff

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — **Rarity:** Breed
Breed Jigglypuff

XD — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Charm	Normal	—	100	20
—	Sing	Normal	—	55	15
4	Defense Curl	Normal	—	—	40
9	Pound	Normal	40	100	35
14	Sweet Kiss	Normal	—	75	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Faint Attack	Dark	60	—	20
Fake Tears	Dark	—	100	20
Perish Song	Normal	—	—	5
Present	Normal	—	90	15
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

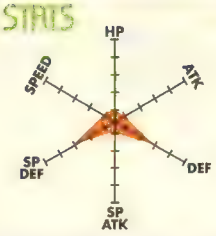
175 Togepi™

GENERAL INFO

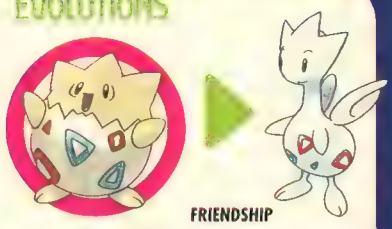
SPECIES: Spike Ball Pokémon
HEIGHT: 1'00"
WEIGHT: 3 lbs.
ABILITY 1: Serene Grace
Togepi's Attacks that inflict extra status effects have twice the chance of occurring.

ABILITY 2: Hustle
Multiplies Togepi's attacks by 1.5, but lowers its Accuracy to 80%.

STATS



EVOLUTIONS



LOCATIONS

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Only One
Five Island (Old Man on Western Island)

LEAFGREEN Rarity: Only One
Five Island (Old Man on Western Island)

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Outskirt Stand (Receive from Hordel)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Charm	Normal	—	100	20
9	Sweet Kiss	Normal	—	75	10
13	Yawn	Normal	—	100	10
17	Encore	Normal	—	100	5
21	Ancientpower	Rock	60	100	5
25	Follow Me	Normal	—	100	20
29	Wish	Normal	—	100	10
33	Safeguard	Normal	—	—	25
37	Double-Edge	Normal	120	100	15
41	Baton Pass	Normal	—	—	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Foresight	Normal	—	100	40
Future Sight	Psychic	80	90	15
Mirror Move	Flying	—	—	20
Peck	Flying	35	100	35
Present	Normal	—	90	15
Psych Up	Normal	—	—	10
Substitute	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

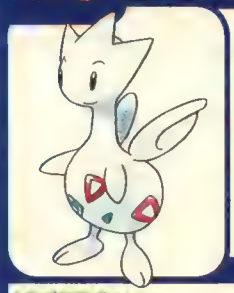
FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Softboiled	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

176 Togetic™

NORMAL FLYING

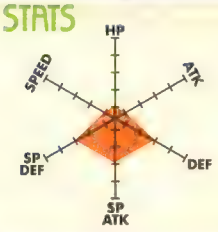


GENERAL INFO

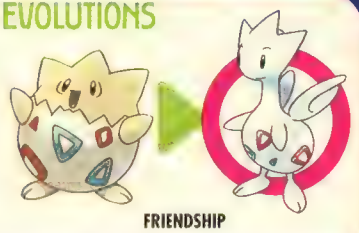
SPECIES: Happiness Pokémon
HEIGHT: 2'00"
WEIGHT: 7 lbs.
ABILITY 1: Serene Grace
Togetic's attacks that inflict extra status effects have twice the chance of occurring.

ABILITY 2: Hustle
Multiplies Togetic's attacks by 1.5, but lowers its accuracy to 80%.

STATS



EVOLUTIONS



LOCATIONS

RUBY Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED Rarity: Evolve
Evolve Togepi

LEAFGREEN Rarity: Evolve
Evolve Togepi

COLOSSEUM Rarity: Only One
Obtained from Fake Artist in Outskirt Stand

EMERALD Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

XD Rarity: Evolve
Evolve Togepi

MOVES

Level	Attack	Type	Power	ACC	PP
—	Magical Leaf	Grass	60	—	20
—	Growl	Normal	—	100	40
—	Charm	Normal	—	100	20
—	Metronome	Normal	—	—	10
—	Sweet Kiss	Normal	—	75	10
13	Yawn	Normal	—	100	10
17	Encore	Normal	—	100	5
21	Ancientpower	Rock	60	100	5
25	Follow Me	Normal	—	100	20
29	Wish	Normal	—	100	10
33	Safeguard	Normal	—	—	25
37	Double-Edge	Normal	120	100	15
41	Baton Pass	Normal	—	—	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Softboiled	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

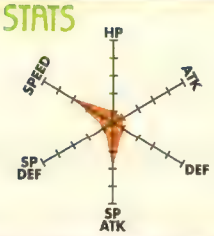
177 Natu™

PSYCHIC | FLYING

GENERAL INFO

SPECIES: Tiny Bird Pokémon
HEIGHT: 0'08"
WEIGHT: 4 lbs.
ABILITY 1: Synchronize
When Natu gets poisoned, burned, or paralyzed, the opponent also gets the same condition.
ABILITY 2: Early Bird
Allows Natu to wake up earlier when put to sleep.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — Rarity: Common
Safari Zone

SAPPHIRE — Rarity: Common
Safari Zone

FIRERED — Rarity: Common
Six Island

LEAFGREEN — Rarity: Common
Six Island

COLOSSEUM — Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — Rarity: Common
Safari Zone

XD — Rarity: Only One
Phenac City (Capture from Cipher Peon Elosin)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Leer	Normal	—	100	30
10	Night Shade	Ghost	—	100	15
20	Teleport	Psychic	—	—	20
30	Wish	Normal	—	100	10
30	Future Sight	Psychic	80	90	15
40	Confuse Ray	Ghost	—	100	10
50	Psychic	Psychic	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Haze	Ice	—	—	30
Drill Peck	Flying	80	100	20
Quick Attack	Normal	40	100	30
Steel Wing	Steel	70	90	25
Refresh	Normal	—	100	20
Featherdance	Flying	—	100	15
Psych Up	Normal	—	—	10
Faint Attack	Dark	60	—	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Mimic
Substitute	Thunder Wave*	

***Emerald* Only**

Endure*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

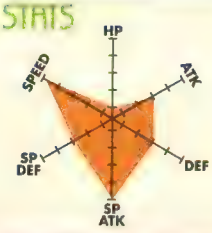
178 Xatu™

PSYCHIC | FLYING

GENERAL INFO

SPECIES: Mystic Pokémon
HEIGHT: 4'11"
WEIGHT: 33 lbs.
ABILITY 1: Synchronize
When Xatu gets poisoned, burned, or paralyzed, the opponent also gets the same condition.
ABILITY 2: Early Bird
Allows Xatu to wake up earlier when put to sleep.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — Rarity: Rare
Safari Zone

SAPPHIRE — Rarity: Rare
Safari Zone

FIRERED — Rarity: Evolve
Evolve Natu

LEAFGREEN — Rarity: Evolve
Evolve Natu

COLOSSEUM — Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD — Rarity: Rare
Safari Zone

XD — Rarity: Evolve
Evolve Natu

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Leer	Normal	—	100	30
10	Night Shade	Ghost	—	100	15
20	Teleport	Psychic	—	—	20
35	Wish	Normal	—	100	10
35	Future Sight	Psychic	80	90	15
50	Confuse Ray	Ghost	—	100	10
65	Psychic	Psychic	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
TM48	Skill Swap	Psychic	—	100	10
HM02	Fly	Flying	70	95	15
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Mimic
Substitute	Thunder Wave*	

***Emerald* Only**

Endure*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

179 Mareep™

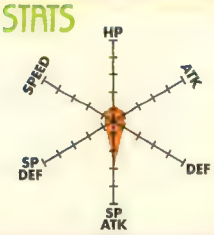
ELECTRIC

GENERAL INFO

SPECIES: Wool Pokémon
HEIGHT: 2'00"
WEIGHT: 17 lbs.
ABILITY: Static

An opponent has a 30% chance of being paralyzed if Mareep is hit directly.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade Flaaffy or Ampharos from *Colosseum*, then breed

SAPPHIRE Rarity: None
Trade Flaaffy or Ampharos from *Colosseum*, then breed

FIRERED Rarity: None
Trade Flaaffy or Ampharos from *Colosseum*, then breed

LEAFGREEN Rarity: None
Trade Flaaffy or Ampharos from *Colosseum*, then breed

COLOSSEUM Rarity: None
Breed in *Ruby/Sapphire/FireRed/LeafGreen*, then trade back

EMERALD Rarity: Common
Safari Zone

XD Rarity: Only One
Cipher Lab (Capture from Cipher Peon Yellosix)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
9	Thundershock	Electric	40	100	30
16	Thunder Wave	Electric	—	100	20
23	Cotton Spore	Grass	—	85	40
30	Light Screen	Psychic	—	—	30
37	Thunder	Electric	120	70	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Body Slam	Normal	85	100	15
Charge	Electric	—	100	20
Odor Sleuth	Normal	—	100	40
Reflect	Psychic	—	—	20
Safeguard	Normal	—	—	25
Screech	Normal	—	85	40
Take Down	Normal	90	85	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

180 Flaaffy™

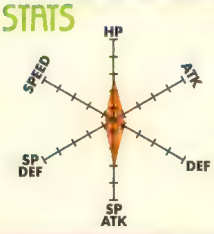
ELECTRIC

GENERAL INFO

SPECIES: Wool Pokémon
HEIGHT: 2'07"
WEIGHT: 29 lbs.
ABILITY: Static

An opponent has a 30% chance of being paralyzed if Flaaffy is hit directly.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: Evolve
Evolve Mareep

LEAFGREEN Rarity: Evolve
Evolve Mareep

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: Evolve
Evolve Mareep

XD Rarity: Evolve
Evolve Mareep

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Thundershock	Electric	40	100	30
18	Thunder Wave	Electric	—	100	20
27	Cotton Spore	Grass	—	85	40
36	Light Screen	Psychic	—	—	30
45	Thunder	Electric	120	70	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

181 Ampharos™

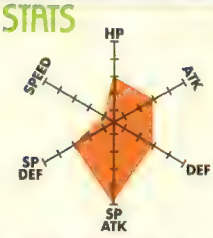
ELECTRIC

GENERAL INFO

SPECIES: Light Pokémon
HEIGHT: 4'07"
WEIGHT: 136 lbs.
ABILITY: Static

An opponent has a 30% chance of being paralyzed if Ampharos is hit directly.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Trade from *Colosseum*

SAPPHIRE Rarity: Evolve
Trade from *Colosseum*

FIRERED Rarity: Evolve
Trade from *Colosseum*

LEAFGREEN Rarity: Evolve
Trade from *Colosseum*

COLOSSEUM Rarity: Evolve
Evolve Flaaffy

EMERALD Rarity: Evolve
Evolve Flaaffy

XD Rarity: Evolve
Evolve Flaaffy

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Thundershock	Electric	40	100	30
—	Thunder Wave	Electric	—	100	20
27	Cotton Spore	Grass	—	85	40
30	Thunderpunch	Electric	75	100	15
42	Light Screen	Psychic	—	—	30
57	Thunder	Electric	120	70	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Counter* | Double-Edge
Mega Kick* | Mega Punch* | Mimic
Seismic Toss* | Substitute | Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

182 Bellossom™

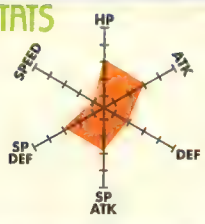
GRASS

GENERAL INFO

SPECIES: Flower Pokémon
HEIGHT: 1'04"
WEIGHT: 13 lbs.
ABILITY: Chlorophyll

Bellossom's Speed is doubled when the sunlight is strong.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Gloom

SAPPHIRE Rarity: Evolve
Evolve Gloom

FIRERED Rarity: Evolve
Evolve Gloom

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/FireRed*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed*

EMERALD Rarity: Evolve
Evolve Gloom

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
—	Sweet Scent	Normal	—	100	20
—	Stun Spore	Grass	—	75	30
—	Magical Leaf	Grass	60	—	20
44	Petal Dance	Grass	70	100	20
55	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge | Mimic | Substitute
Swords Dance*

***Emerald* Only**

Endure* | Sleep Talk | Snore*
Swagger

*Battle Frontier tutor move (*Emerald*)

183 Marill™

WATER

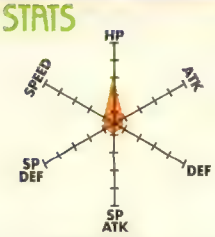
GENERAL INFO

SPECIES: Aqua Mouse Pokémon
HEIGHT: 1'04"
WEIGHT: 19 lbs.

ABILITY 1: Thick Fat
When Marill is attacked by Fire-type or Ice-type attacks, the damage is reduced by half.

ABILITY 2: Huge Power
Increases the Power of Marill's attack, but power is reduced when the ability is changed.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Common
Routes 102, 111, 114, 117, 120

SAPPHIRE Rarity: Common
Routes 102, 111, 114, 117, 120

FIRERED Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN Rarity: Common
Six Island

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD Rarity: Common
Routes 102, 104, 111, 112, 114, 117, 120, Petalburg City, Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
3	Defense Curl	Normal	—	—	40
6	Tail Whip	Normal	—	100	30
10	Water Gun	Water	40	100	25
15	Rollout	Rock	30	90	20
21	Bubblebeam	Water	65	100	20
28	Double-Edge	Normal	120	100	15
36	Rain Dance	Water	—	—	5
45	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Light Screen	Psychic	—	—	30
Amnesia	Psychic	—	—	20
Future Sight	Psychic	80	90	15
Supersonic	Normal	—	55	20
Substitute	Normal	—	—	10
Present	Normal	—	90	15
Belly Drum	Normal	—	—	10
Perish Song	Normal	—	—	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mega Kick*
Mega Punch*	Mimic	Seismic Toss*
Substitute		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Ice Punch*	Icy Wind*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

184 Azumarill™

WATER

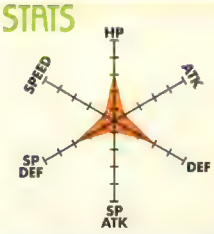
GENERAL INFO

SPECIES: Aqua Rabbit Pokémon
HEIGHT: 2'07"
WEIGHT: 63 lbs.

ABILITY 1: Thick Fat
When Azumarill is attacked by Fire-type or Ice-type attacks, the damage is reduced by half.

ABILITY 2: Huge Power
Increases the Power of Azumarill's attack, but power is reduced when the ability is changed.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Marill

SAPPHIRE Rarity: Evolve
Evolve Marill

FIRERED Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

LEAFGREEN Rarity: Evolve
Evolve Marill

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

EMERALD Rarity: Evolve
Evolve Marill

XD Rarity: None
Trade from *Ruby/Sapphire/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—/3	Defense Curl	Normal	—	—	40
—/6	Tail Whip	Normal	—	100	30
—/10	Water Gun	Water	40	100	25
15	Rollout	Rock	30	90	20
24	Bubblebeam	Water	65	100	20
34	Double-Edge	Normal	120	100	15
45	Rain Dance	Water	—	—	5
57	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

 # = Emerald Only

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

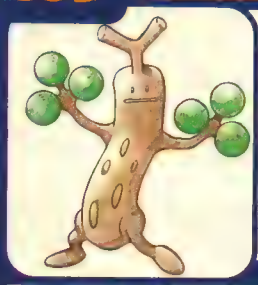
Body Slam*	Double-Edge	Mega Kick*
Mega Punch*	Mimic	Seismic Toss*
Substitute		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Ice Punch*	Icy Wind*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

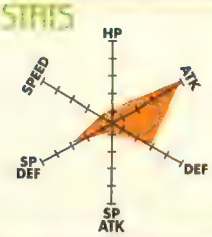
185 Sudowoodo™



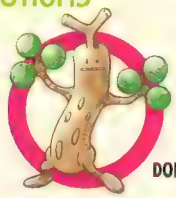
GENERAL INFO

SPECIES: Imitation Pokémon
HEIGHT: 3'11"
WEIGHT: 84 lbs.
ABILITY 1: Rock Head
Prevents Sudowoodo from receiving recoil damage.
ABILITY 2: Sturdy
Prevents Sudowoodo from receiving a one hit KO.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum/Emerald*

SAPPHIRE Rarity: None
Trade from *Colosseum/Emerald*

FIRERED Rarity: None
Trade from *Colosseum/Emerald*

LEAFGREEN Rarity: None
Trade from *Colosseum/Emerald*

COLOSSEUM Rarity: Only One
Pyrite Cave

EMERALD Rarity: Only One
Battle Frontier

XD Rarity: None
Trade from *Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Rock Throw	Rock	50	90	15
—	Mimic	Normal	—	100	10
9	Flail	Normal	—	100	15
17	Low Kick	Fighting	—	100	20
25	Rock Slide	Rock	75	90	10
33	Block	Normal	—	100	5
41	Faint Attack	Dark	60	—	20
49	Slam	Normal	80	75	20
57	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Selfdestruct	Normal	200	100	5

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Explosion	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute		

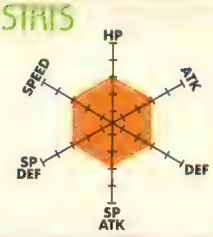
*Battle Frontier tutor move (*Emerald*)

186 Politoed™

GENERAL INFO

SPECIES: Frog Pokémon
HEIGHT: 3'07"
WEIGHT: 75 lbs.
ABILITY 1: Damp
No one can use Selfdestruct or Explosion while Politoed is in battle.
ABILITY 2: Water Absorb
Politoed gets 1/4 HPs back when hit by a Water-type attack.

STATS



EVOLUTIONS

LV25 TRADE WITH KING'S ROCK

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Poliwhirl

LEAFGREEN Rarity: Evolve
Evolve Poliwhirl

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
—	Hypnosis	Psychic	—	60	20
—	Doubleslap	Normal	15	85	10
—	Perish Song	Normal	—	—	5
51	Swagger	Normal	—	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Seismic Toss*	Substitute

*Battle Frontier tutor move (*Emerald*)

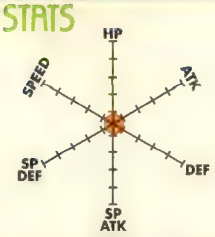
187 Hoppip™

GRASS FLYING

GENERAL INFO

SPECIES: Cottonweed Pokémon
HEIGHT: 1'04"
WEIGHT: 1 lb.
ABILITY: Chlorophyll
When the sunlight is strong, Hoppip's Speed is doubled.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Five Island

LEAFGREEN Rarity: Common
Five Island

COLOSSEUM Rarity: None
Breed Skiploom in *Ruby/Sapphire/FireRed/LeafGreen*, then trade back

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Common
Oasis Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
5	Synthesis	Grass	—	—	5
5	Tail Whip	Normal	—	100	30
10	Tackle	Normal	35	95	35
13	Poisonpowder	Poison	—	75	35
15	Stun Spore	Grass	—	75	30
17	Sleep Powder	Grass	—	75	15
20	Leech Seed	Grass	—	90	10
25	Cotton Spore	Grass	—	85	40
30	Mega Drain	Grass	40	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Amnesia	Psychic	—	—	20
Confusion	Psychic	50	100	25
Double-Edge	Normal	120	100	15
Encore	Normal	—	100	5
Helping Hand	Normal	—	100	20
Psych Up	Normal	—	—	10
Reflect	Psychic	—	—	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

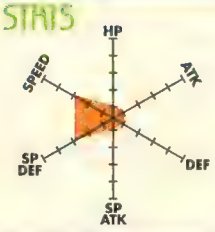
188 Skiploom™

GRASS FLYING

GENERAL INFO

SPECIES: Cottonweed Pokémon
HEIGHT: 2'00"
WEIGHT: 2 lbs.
ABILITY: Chlorophyll
When the Sunlight is Strong, Skiploom's Speed is doubled.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE Rarity: Evolve
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED Rarity: Evolve
Evolve Hoppip

LEAFGREEN Rarity: Evolve
Evolve Hoppip

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

XD Rarity: Evolve
Evolve Hoppip

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
—	Synthesis	Grass	—	—	5
—	Tail Whip	Normal	—	100	30
—	Tackle	Normal	35	95	35
13	Poisonpowder	Poison	—	75	35
15	Stun Spore	Grass	—	75	30
17	Sleep Powder	Grass	—	75	15
22	Leech Seed	Grass	—	90	10
29	Cotton Spore	Grass	—	85	40
36	Mega Drain	Grass	40	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

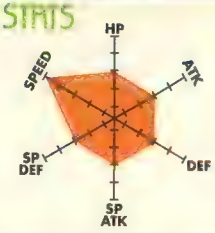
189 Jumpluff™

GRASS FLYING

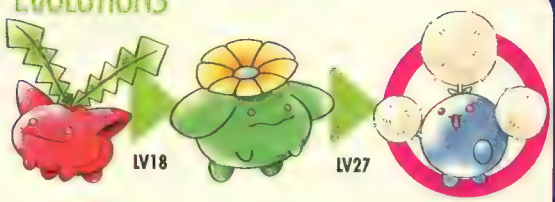
GENERAL INFO

SPECIES: Cottonweed Pokémon
HEIGHT: 2'07"
WEIGHT: 7 lbs.
ABILITY: Chlorophyll
When the sunlight is strong, Jumpluff's Speed is doubled.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Evolve
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE Rarity: Evolve
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED Rarity: Evolve
Evolve Skiploom

LEAFGREEN Rarity: Evolve
Evolve Skiploom

COLOSSEUM Rarity: Evolve
Evolve Skiploom

EMERALD Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

XD Rarity: Evolve
Evolve Skiploom

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
—	Synthesis	Grass	—	—	5
—	Tail Whip	Normal	—	100	30
—	Tackle	Normal	35	95	35
13	Poisonpowder	Poison	—	75	35
15	Stun Spore	Grass	—	75	30
17	Sleep Powder	Grass	—	75	15
22	Leech Seed	Grass	—	90	10
33	Cotton Spore	Grass	—	85	40
44	Mega Drain	Grass	40	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Amnesia	Psychic	—	—	20
Confusion	Psychic	50	100	25
Double-Edge	Normal	120	100	15
Encore	Normal	—	100	5
Helping Hand	Normal	—	100	20
Psych Up	Normal	—	—	10
Refresh	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

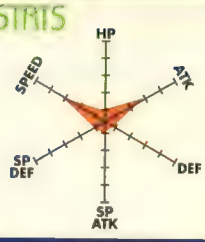
190 Aipom™

GENERAL INFO

SPECIES: Long Tail Pokémon
HEIGHT: 2'07"
WEIGHT: 25 lbs.
ABILITY 1: Run Away
Allows Aipom to escape from wild Pokémon.

ABILITY 2: Pickup
Attaches items when walking; allows Aipom to take opponent's item during battle.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Shadow Pokémon Lab

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Tail Whip	Normal	—	100	30
6	Sand-Attack	Ground	—	100	15
13	Astonish	Ghost	30	100	15
18	Baton Pass	Normal	—	—	40
25	Tickle	Normal	—	100	20
31	Fury Swipes	Normal	18	80	15
38	Swift	Normal	60	—	20
43	Screech	Normal	—	85	40
50	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Agility	Psychic	—	—	30
Beat Up	Dark	10	100	10
Counter	Fighting	—	100	20
Doubleslap	Normal	15	85	10
Pursuit	Dark	40	100	20
Screech	Normal	—	85	40
Slam	Normal	80	75	20
Spite	Ghost	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

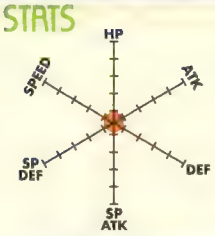
191 Sunkern™

GRASS

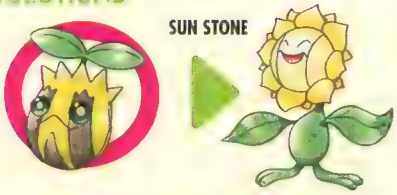
GENERAL INFO

SPECIES: Seed Pokémon
HEIGHT: 1'00"
WEIGHT: 4 lbs.
ABILITY: Chlorophyll
Sunkern's speed is doubled when the sunlight is strong.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: **None**
Trade Sunflora from *Colosseum*, then breed

SAPPHIRE Rarity: **None**
Trade Sunflora from *Colosseum*, then breed

FIRERED Rarity: **None**
Trade Sunflora from *Colosseum*, then breed

LEAFGREEN Rarity: **None**
Trade Sunflora from *Colosseum*, then breed

COLOSSEUM Rarity: **Breed**
Breed in *Ruby/Sapphire/FireRed/LeafGreen* then trade back

EMERALD Rarity: **Common**
Safari Zone

XD Rarity: **None**
Trade Sunflora from *Colosseum*, then breed

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
6	Growth	Normal	—	—	40
13	Mega Drain	Grass	40	100	10
18	Ingrain	Grass	—	100	20
25	Endeavor	Normal	—	100	5
30	Sunny Day	Fire	—	—	5
37	Synthesis	Grass	—	—	5
42	Giga Drain	Grass	60	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Curse	—	—	—	10
Encore	Normal	—	100	5
Grasswhistle	Grass	—	55	15
Helping Hand	Normal	—	100	20
Leech Seed	Grass	—	90	10
Nature Power	Normal	—	95	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge | Mimic | Substitute | Swords Dance*

*Battle Frontier tutor move (*Emerald*)

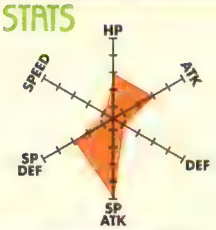
192 Sunflora™

GRASS

GENERAL INFO

SPECIES: Sun Pokémon
HEIGHT: 2'07"
WEIGHT: 19 lbs.
ABILITY: Chlorophyll
Sunflora's Speed is doubled when the sunlight is strong.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: **None**
Trade from *Colosseum*

SAPPHIRE Rarity: **None**
Trade from *Colosseum*

FIRERED Rarity: **None**
Trade from *Colosseum*

LEAFGREEN Rarity: **None**
Trade from *Colosseum*

COLOSSEUM Rarity: **Only One**
Obtained from Baila in Realgam Tower

EMERALD Rarity: **Evolve**
Evolve Sunkern

XD Rarity: **None**
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
—	Pound	Normal	40	100	35
6	Growth	Normal	—	—	40
13	Razor Leaf	Grass	55	95	25
18	Ingrain	Grass	—	100	20
25	Bullet Seed	Grass	10	100	30
30	Sunny Day	Fire	—	—	5
37	Petal Dance	Grass	70	100	20
42	Solarbeam	Grass	120	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge | Mimic | Substitute | Swords Dance*

*Battle Frontier tutor move (*Emerald*)

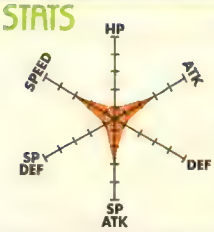
193 Yanma™

BUG / FLYING

GENERAL INFO

SPECIES: Clear Wing Pokémon
HEIGHT: 3'11"
WEIGHT: 84 lbs.
ABILITY 1: Speed Boost
Yanma's Speed raises one level after each turn.
ABILITY 2: Compoundeyes
Yanma's Accuracy is raised by 30%.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED Rarity: Rare
Six Island

LEAFGREEN Rarity: Rare
Six Island

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

XD Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Foresight	Normal	—	100	40
6	Quick Attack	Normal	40	100	30
12	Double Team	Normal	—	—	15
17	Sonicboom	Normal	—	90	20
23	Hypnosis	Psychic	—	60	20
28	Detect	Fight	—	—	5
34	Uproar	Normal	50	100	10
39	Wing Attack	Flying	60	100	35
45	Supersonic	Normal	—	55	20
50	Screech	Normal	—	85	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Leech Life	Bug	20	100	15
Reversal	Fighting	—	100	15
Signal Beam	Bug	75	100	15
Silver Wind	Bug	60	100	5
Whirlwind	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Double-Edge | Dream Eater* | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

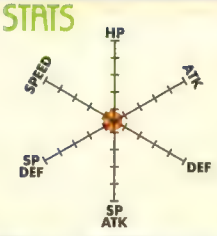
194 Wooper™

WATER / GROUND

GENERAL INFO

SPECIES: Water Fish Pokémon
HEIGHT: 1'04"
WEIGHT: 19 lbs.
ABILITY 1: Damp
No one can use Selfdestruct or Explosion while Wooper is in battle.
ABILITY 2: Water Absorb
Wooper gets 1/4 HPs back when hit by a Water-type attack.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed*

SAPPHIRE Rarity: None
Trade from *FireRed*

FIRERED Rarity: Common
Six Island

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: Common
Safari Zone

XD Rarity: Rare
Cave Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
—	Tail Whip	Normal	—	100	30
11	Slam	Normal	80	75	20
16	Mud Shot	Ground	55	95	15
21	Amnesia	Psychic	—	—	20
31	Yawn	Normal	—	100	10
36	Earthquake	Ground	100	100	10
41	Rain Dance	Water	—	—	5
51	Mist	Ice	—	—	30
51	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Ground	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Body Slam	Normal	85	100	15
Curse	—	—	—	10
Mud Sport	Ground	—	100	15
Safeguard	Normal	—	—	25
Spit Up	Normal	100	100	10
Swallow	Normal	—	—	10
Stockpile	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam* | Double-Edge | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

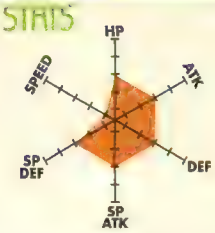
195 Quagsire™

WATER GROUND

GENERAL INFO

SPECIES: Water Fish Pokémon
HEIGHT: 4'07"
WEIGHT: 165 lbs.
ABILITY 1: Damp
No one can use Selfdestruct or Explosion while Quagsire is in battle.
ABILITY 2: Water Absorb
Quagsire gets 1/4 HPs back when hit by a Water attack.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Trade from *FireRed/Colosseum*

SAPPHIRE Rarity: Evolve
Trade from *FireRed/Colosseum*

FIRERED Rarity: Evolve
Evolve Wooper

LEAFGREEN Rarity: None
Trade from *FireRed/Colosseum*

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: Rare
Safari Zone

XD Rarity: Evolve
Evolve Wooper

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
—	Tail Whip	Normal	—	100	30
11	Slam	Normal	80	75	20
16	Mud Shot	Ground	55	95	15
23	Amnesia	Psychic	—	—	20
35	Yawn	Normal	—	100	10
42	Earthquake	Ground	100	100	10
49	Rain Dance	Water	—	—	5
61	Mist	Ice	—	—	30
61	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

*Battle Frontier tutor move (*Emerald*)

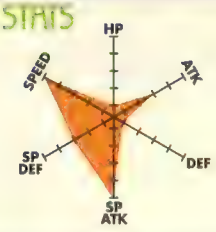
196 Espeon™

PSYCHIC

GENERAL INFO

SPECIES: Sun Pokémon
HEIGHT: 2'11"
WEIGHT: 58 lbs.
ABILITY: Synchronize
When Espeon is hit by Poison, Paralyze, or Burn, the opponent receives the same.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Eevee

SAPPHIRE Rarity: Evolve
Evolve Eevee

FIRERED Rarity: Evolve
Trade from *Ruby/Sapphire/Colosseum*

LEAFGREEN Rarity: Evolve
Trade from *Ruby/Sapphire/Colosseum*

COLOSSEUM Rarity: Only One
Starter Pokémon in *Colosseum*

EMERALD Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

XD Rarity: Evolve
Evolve Eevee

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Helping Hand	Normal	—	100	20
8	Sand-Attack	Ground	—	100	15
16	Confusion	Psychic	50	100	25
23	Quick Attack	Normal	40	100	30
30	Swift	Normal	60	—	20
36	Psybeam	Psychic	65	100	20
42	Psych Up	Normal	—	—	10
47	Psychic	Psychic	90	100	10
52	Morning Sun	Normal	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	

*Battle Frontier tutor move (*Emerald*)

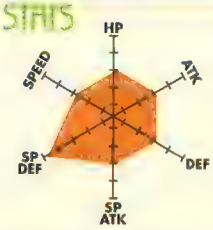
197 Umbreon™

DARK

GENERAL INFO

SPECIES: Moonlight Pokémon
HEIGHT: 3'03"
WEIGHT: 60 lbs.
ABILITY: Synchronize
When Umbreon is hit by Poison, Paralyze, or Burn, the opponent receives the same.

STATS



EVOLUTIONS

FRIENDSHIP (NIGHT)

LOCATION(S):

RUBY Rarity: Evolve
Evolve Eevee

SAPPHIRE Rarity: Evolve
Evolve Eevee

FIRERED Rarity: Evolve
Trade from *Ruby/Sapphire/Colosseum*

LEAFGREEN Rarity: Evolve
Trade from *Ruby/Sapphire/Colosseum*

COLOSSEUM Rarity: Only One
Starter Pokémon in *Colosseum*

EMERALD Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

XD Rarity: Evolve
Evolve Eevee

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Tail Whip	Normal	—	100	30
—	Helping Hand	Normal	—	100	20
8	Sand-Attack	Ground	—	100	15
16	Pursuit	Dark	40	100	20
23	Quick Attack	Normal	40	100	30
30	Confuse Ray	Ghost	—	100	10
36	Faint Attack	Dark	60	—	20
42	Mean Look	Normal	—	100	5
47	Screech	Normal	—	85	40
52	Moonlight	Normal	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam* | Double-Edge | Dream Eater*
Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

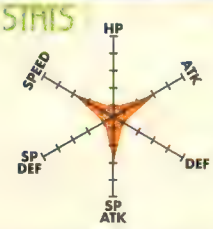
198 Murkrow™

DARK FLYING

GENERAL INFO

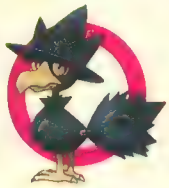
SPECIES: Darkness Pokémon
HEIGHT: 1'08"
WEIGHT: 5 lbs.
ABILITY: Insomnia
Prevents Murkrow from being put to sleep.

STATS



EVOLUTIONS

DOES NOT EVOLVE



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/Colosseum*

SAPPHIRE Rarity: None
Trade from *FireRed/Colosseum*

FIRERED Rarity: Rare
Five Island

LEAFGREEN Rarity: None
Trade from *FireRed/Colosseum*

COLOSSEUM Rarity: Only One
Shadow Pokémon Lab

EMERALD Rarity: None
Trade from *FireRed/Colosseum*

XD Rarity: None
Trade from *FireRed/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
9	Astonish	Ghost	30	100	15
14	Pursuit	Dark	40	100	20
22	Haze	Ice	—	—	30
27	Night Shade	Ghost	—	100	15
35	Faint Attack	Dark	60	—	20
40	Taunt	Dark	—	100	20
48	Mean Look	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
TM49	Snatch	Dark	—	100	10
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Confuse Ray	Ghost	—	100	10
Drill Peck	Flying	80	100	20
Featherdance	Flying	—	100	15
Mirror Move	Flying	—	—	20
Perish Song	Normal	—	—	5
Sky Attack	Flying	140	90	5
Whirlwind	Normal	—	100	20
Wing Attack	Flying	60	100	35

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Double-Edge | Dream Eater* | Mimic
Substitute | Thunder Wave*

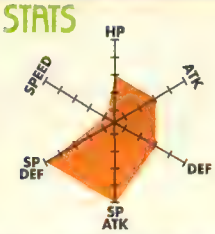
*Battle Frontier tutor move (*Emerald*)

199 Slowking™

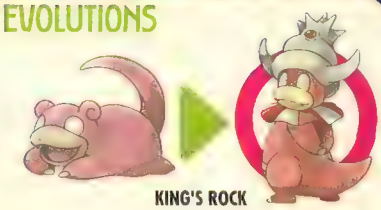
GENERAL INFO

SPECIES: Royal Pokémon
HEIGHT: 6'07"
WEIGHT: 175 lbs.
ABILITY 1: Oblivious
Prevents Slowking from being attracted.
ABILITY 2: Own Tempo
Prevents Slowking from being Confused.

STATS



EVOLUTIONS



KING'S ROCK

LOCATION(S):

RUBY Rarity: None
Evolve Slowpoke, Trade from *LeafGreen*

SAPPHIRE Rarity: None
Evolve Slowpoke, Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: Evolve
Evolve Slowpoke

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: None
Trade from *LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Curse	—	—	—	10
—	Tackle	Normal	35	95	35
—	Yawn	Normal	—	100	10
6	Growl	Normal	—	100	40
13	Water Gun	Water	40	100	25
17	Confusion	Psychic	50	100	25
24	Disable	Normal	—	55	20
29	Headbutt	Normal	70	100	15
36	Swagger	Normal	—	90	15
40	Psychic	Psychic	90	100	10
47	Psych Up	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM08	Dive	Water	60	100	10

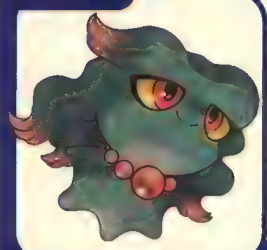
MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

*Battle Frontier tutor move (*Emerald*)

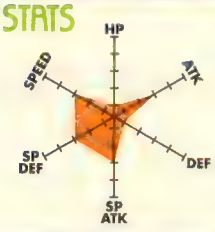
200 Misdreavus™



GENERAL INFO

SPECIES: Screech Pokémon
HEIGHT: 2'04"
WEIGHT: 2 lbs.
ABILITY: Levitate
Prevents Misdreavus from being hit by Ground-type attacks.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum/LeafGreen*

SAPPHIRE Rarity: None
Trade from *Colosseum/LeafGreen*

FIRERED Rarity: None
Trade from *Colosseum/LeafGreen*

LEAFGREEN Rarity: Common
Five Island

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: None
Trade from *Colosseum/LeafGreen*

XD Rarity: None
Trade from *Colosseum/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Psywave	Psychic	—	80	15
6	Spite	Ghost	—	100	10
11	Astonish	Ghost	30	100	15
17	Confuse Ray	Ghost	—	100	10
23	Mean Look	Normal	—	100	5
30	Psybeam	Psychic	65	100	20
37	Pain Split	Normal	—	100	20
45	Perish Song	Normal	—	—	5
53	Grudge	Ghost	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Destiny Bond	Ghost	—	—	5
Imprison	Psychic	—	100	15
Psych Up	Normal	—	—	10
Screech	Normal	—	85	40

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Dream Eater*	Mimic
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

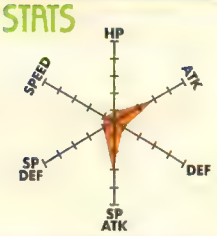
201 Unown™

PSYCHIC

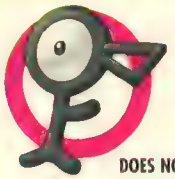
GENERAL INFO

SPECIES: Symbol Pokémon
HEIGHT: 1'08"
WEIGHT: 11 lbs.
ABILITY: Levitate
Prevents Unown from being hit by Ground-type moves.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Common
Ruins of Seven Island

LEAFGREEN Rarity: Common
Ruins of Seven Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Hidden Power	Normal	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only
None

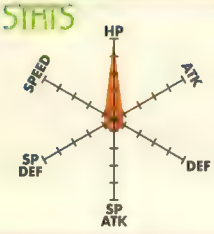
202 Wobbuffet™

PSYCHIC

GENERAL INFO

SPECIES: Patient Pokémon
HEIGHT: 4'03"
WEIGHT: 63 lbs.
ABILITY: Shadow Tag
An opponent cannot escape while Wobbuffet is in battle.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Common
Safari Zone

SAPPHIRE Rarity: Common
Safari Zone

FIRERED Rarity: Common
Six Island

LEAFGREEN Rarity: Common
Six Island

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Counter	Fighting	—	100	20
—	Mirror Coat	Psychic	—	100	20
—	Safeguard	Normal	—	—	25
—	Destiny Bond	Ghost	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

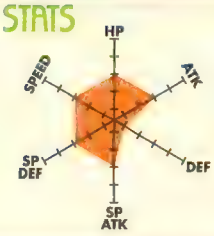
FireRed/LeafGreen and *Emerald* Only
None

203 Girafarig™

GENERAL INFO

SPECIES: Long Neck Pokémon
HEIGHT: 4'11"
WEIGHT: 91 lbs.
ABILITY 1: Inner Focus
Prevents Girafarig from flinching.
ABILITY 2: Early Bird
Allows Girafarig to wake up sooner when put to sleep.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: Common
Safari Zone

SAPPHIRE Rarity: Common
Safari Zone

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
7	Astonish	Ghost	30	100	15
13	Confusion	Psychic	50	100	25
19	Stomp	Normal	65	100	20
25	Odor Sleuth	Normal	—	100	40
31	Agility	Psychic	—	—	30
37	Baton Pass	Normal	—	—	40
43	Psybeam	Psychic	65	100	20
49	Crunch	Dark	80	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Take Down	Normal	90	85	20
Amnesia	Psychic	—	—	20
Foresight	Normal	—	100	40
Future Sight	Psychic	80	90	15
Psych Up	Normal	—	—	10
Magic Coat	Psychic	—	100	15
Beat Up	Dark	10	100	10
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

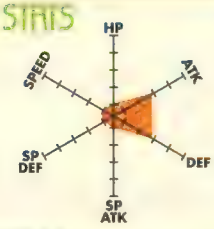
*Battle Frontier tutor move (*Emerald*)

204 Pineco™

GENERAL INFO

SPECIES: Bagworm Pokémon
HEIGHT: 2'00"
WEIGHT: 16 lbs.
ABILITY: Sturdy
Prevents Pineco from being hit by a one hit KO.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Breed
Must Breed Forretress

EMERALD Rarity: Common
Safari Zone

XD Rarity: Only One
Phenac City (Capture from Cipher Peon Gonrag)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Protect	Normal	—	—	10
8	Selfdestruct	Normal	200	100	5
15	Take Down	Normal	90	85	20
22	Rapid Spin	Normal	20	100	40
29	Bide	Normal	—	100	10
36	Explosion	Normal	250	100	5
43	Spikes	Ground	—	—	20
50	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM37	Sandstorm	Ground	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Counter	Fighting	—	100	20
Flail	Normal	—	100	15
Pin Missile	Bug	14	85	20
Reflect	Psychic	—	—	20
Sand Tomb	Ground	15	70	15
Swift	Normal	60	—	20

*Learned Via Breeding

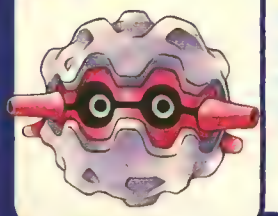
MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Explosion	Mimic	Rock Slide*
Substitute		

*Battle Frontier tutor move (*Emerald*)

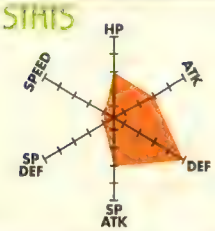
205 Forretress™



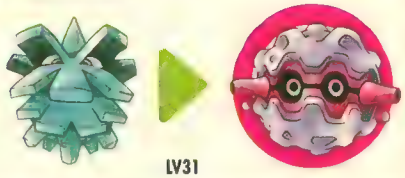
GENERAL INFO

SPECIES: Bagworm Pokémon
HEIGHT: 3'11"
WEIGHT: 277 lbs.
ABILITY: Sturdy
Prevents Forretress from being hit by a one hit KO.

STATS



EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** None
Evolve Pineco, Obtain in *Colosseum*

SAPPHIRE **Rarity:** None
Evolve Pineco, Obtain in *Colosseum*

FIRERED **Rarity:** None
Trade from *Colosseum*

LEAFGREEN **Rarity:** None
Trade from *Colosseum*

COLOSSEUM **Rarity:** Only One
Shadow Pokémon Lab

EMERALD **Rarity:** Evolve
Evolve Pineco, Obtain in *Colosseum*

XD **Rarity:** Evolve
Evolve Pineco

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Protect	Normal	—	—	10
—	Selfdestruct	Normal	200	100	5
15	Take Down	Normal	90	85	20
22	Rapid Spin	Normal	20	100	40
29	Bide	Normal	—	100	10
31	Zap Cannon	Electric	100	50	5
39	Explosion	Normal	250	100	5
49	Spikes	Ground	—	—	20
59	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM37	Sandstorm	Ground	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Explosion	Mimic	Rock Slide*
Substitute		

*Battle Frontier tutor move (*Emerald*)

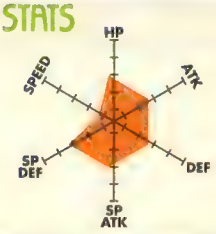
206 Dunsparce™

GENERAL INFO

SPECIES: Land Snake Pokémon
HEIGHT: 4'11"
WEIGHT: 31 lbs.
ABILITY 1: Run Away
Dunsparce can escape from wild Pokémon.

ABILITY 2: Serene Grace
When Dunsparce is in battle, attacks with extra effects have two times the chance of happening.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY **Rarity:** None
Obtain in *Colosseum*

SAPPHIRE **Rarity:** None
Obtain in *Colosseum*

FIRERED **Rarity:** Common
Three Island

LEAFGREEN **Rarity:** Common
Three Island

COLOSSEUM **Rarity:** Only One
Pyrite Cave

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

XD **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Rage	Normal	20	100	20
4	Defense Curl	Normal	—	—	40
11	Yawn	Normal	—	100	10
14	Glare	Normal	—	75	30
21	Rollout	Rock	30	90	20
24	Spite	Ghost	—	100	10
31	Pursuit	Dark	40	100	20
34	Screech	Normal	—	85	40
41	Take Down	Normal	90	85	20
44	Flail	Normal	—	100	15
51	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Astonish	Ghost	30	100	15
Bide	Normal	—	100	10
Bite	Dark	60	100	25
Curse	—	—	—	10
Headbutt	Normal	70	100	15
Rock Slide	Rock	75	90	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mimic	Rock Slide*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

207 Gligar™

GROUND FLYING

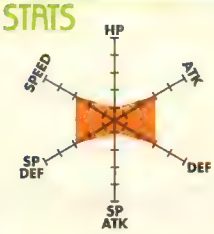
GENERAL INFO

SPECIES: Flyscorpion Pokémon
HEIGHT: 3'07"
WEIGHT: 143 lbs.

ABILITY 1: Sand Veil
During a sandstorm, Gligar is able to evade more moves.

ABILITY 2: Hyper Cutter
Prevents Gligar from having its Attack lowered.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
The Under

EMERALD Rarity: Rare
Safari Zone

XD Rarity: Rare
Rock Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
6	Sand Attack	Ground	—	100	15
13	Harden	Normal	—	—	30
20	Quick Attack	Normal	40	100	30
28	Faint Attack	Dark	60	—	20
36	Slash	Normal	70	100	20
44	Screech	Normal	—	85	40
52	Guillotine	Normal	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Counter	Fighting	—	100	20
Metal Claw	Steel	50	95	35
Sand Tomb	Ground	15	70	15
Wing Attack	Flying	60	100	35

*Learned Via Breeding

MOVE TUTOR

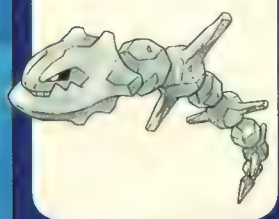
FireRed/LeafGreen and *Emerald* Only

Counter*	Double-Edge	Dream Eater*
Mimic	Rock Slide*	Substitute
Swords Dance*		

*Battle Frontier tutor move (*Emerald*)

208 Steelix™

STEEL GROUND



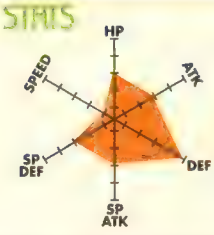
GENERAL INFO

SPECIES: Iron Snake Pokémon
HEIGHT: 30'02"
WEIGHT: 882 lbs.

ABILITY 1: Sturdy
Prevents a one hit KO from hitting Steelix.

ABILITY 2: Rock Head
Prevents Steelix from receiving recoil damage.

STATS



EVOLUTIONS

TRADE WITH METAL COAT

LOCATIONS:

RUBY Rarity: None
Evolve Onix or obtain from *Colosseum*

SAPPHIRE Rarity: None
Evolve Onix or obtain from *Colosseum*

FIRERED Rarity: None
Evolve Onix

LEAFGREEN Rarity: None
Evolve Onix

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Screech	Normal	—	85	40
8	Bind	Normal	15	75	20
12	Rock Throw	Rock	50	90	15
19	Harden	Normal	—	—	30
23	Rage	Normal	20	100	20
30	Dragonbreath	Dragon	60	100	20
34	Sandstorm	Rock	—	—	10
41	Slam	Normal	80	75	20
45	Iron Tail	Steel	100	75	15
52	Crunch	Dark	80	100	15
56	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute

*Battle Frontier tutor move (*Emerald*)

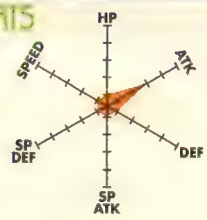
209 Snubbull™

GENERAL INFO

SPECIES: Fairy Pokémon
HEIGHT: 2'00"
WEIGHT: 17 lbs.
ABILITY 1: Intimidate
When Snubbull is sent into battle, it lowers the opponent's Attack.

ABILITY 2: Run Away
Allows Snubbull to escape from wild Pokémon.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: None
Trade Granbull from *Colosseum*, then Breed

LEAFGREEN Rarity: None
Trade Granbull from *Colosseum*, then Breed

COLOSSEUM Rarity: Breed
Breed Granbull

EMERALD Rarity: Rare
Safari Zone

XD Rarity: None
Obtain in *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Scary Face	Normal	—	90	10
4	Tail Whip	Normal	—	100	30
8	Charm	Normal	—	100	20
13	Bite	Dark	60	100	25
19	Lick	Ghost	20	100	30
26	Roar	Normal	—	100	20
34	Rage	Normal	20	100	20
43	Take Down	Normal	90	85	20
53	Crunch	Dark	80	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Crunch	Dark	80	100	15
Faint Attack	Dark	60	—	20
Heal Bell	Normal	—	—	5
Metronome	Normal	—	—	10
Present	Normal	—	90	15
Reflect	Psychic	—	—	20
Smellingsalt	Normal	60	100	10
Snore	Normal	40	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Seismic Toss*	Substitute
Thunder Wave*		

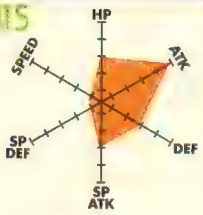
*Battle Frontier tutor move (*Emerald*)

210 Granbull™

GENERAL INFO

SPECIES: Fairy Pokémon
HEIGHT: 4'07"
WEIGHT: 107 lbs.
ABILITY: Intimidate
When Granbull is sent into battle, it lowers the opponent's Attack.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Evolve Snubbull or Obtain in *Colosseum*

SAPPHIRE Rarity: None
Evolve Snubbull or Obtain in *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Shadow Pokémon Lab

EMERALD Rarity: Rare
Evolve Snubbull, Trade from *Colosseum*

XD Rarity: None
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scary Face	Normal	—	90	10
—	Tackle	Normal	35	95	35
4	Tail Whip	Normal	—	100	30
8	Charm	Normal	—	100	20
13	Bite	Dark	60	100	25
19	Lick	Ghost	20	100	30
28	Roar	Normal	—	100	20
38	Rage	Normal	20	100	20
49	Take Down	Normal	90	85	20
61	Crunch	Dark	80	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

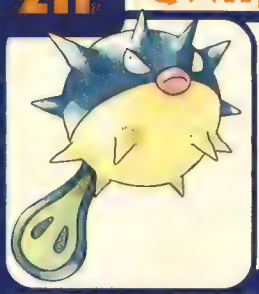
***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

211 Qwilfish™

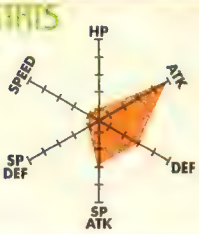
WATER / POISON



GENERAL INFO

SPECIES: Balloon Pokémon
HEIGHT: 1'08"
WEIGHT: 9 lbs.
ABILITY 1: Swift Swim
Increases Qwilfish's Speed when it's raining.
ABILITY 2: Poison Point
When Qwilfish is hit directly, the opponent has a 30% chance of being poisoned.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: Common
Five Island, Six Island, Seven Island

LEAFGREEN Rarity: None
Trade from *FireRed/Colosseum*

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: None
Trade from *FireRed/Colosseum*

XD Rarity: None
Trade from *FireRed/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Poison Sting	Poison	15	100	35
—	Spikes	Ground	—	—	20
9	Harden	Normal	—	—	30
9	Minimize	Normal	—	—	20
13	Water Gun	Water	40	100	25
21	Pin Missile	Bug	14	85	20
25	Revenge	Fighting	60	100	10
33	Take Down	Normal	90	85	20
37	Hydro Pump	Water	120	80	5
45	Destiny Bond	Ghost	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Astonish	Ghost	30	100	15
Bubblebeam	Water	65	100	20
Flail	Normal	—	100	15
Haze	Ice	—	—	30
Supersonic	Normal	—	55	20

*Learned Via Breeding

MOVE TUTOR

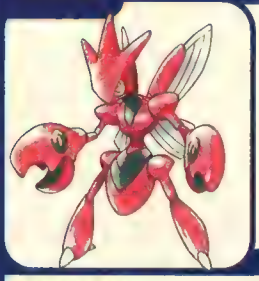
FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

212 Scizor™

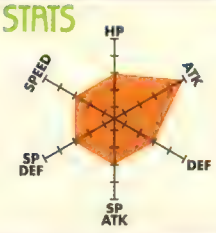
BUG / STEEL



GENERAL INFO

SPECIES: Scissors Pokémon
HEIGHT: 5'11"
WEIGHT: 260 lbs.
ABILITY: Swarm
When Scizor's HPs are low, its Bug-type moves are multiplied by 1.5.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed*

SAPPHIRE Rarity: None
Trade from *FireRed*

FIRERED Rarity: None
Evolve Scyther

LEAFGREEN Rarity: None
Trade from *FireRed*

COLOSSEUM Rarity: None
Trade from *FireRed*

EMERALD Rarity: None
Trade from *FireRed*

XD Rarity: None
Trade from *FireRed*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Quick Attack	Normal	40	100	30
—	Leer	Normal	—	100	30
6	Focus Energy	Normal	—	—	30
11	Pursuit	Dark	40	100	20
16	False Swipe	Normal	40	100	40
21	Agility	Psychic	—	—	30
26	Metal Claw	Steel	50	95	35
31	Slash	Normal	70	100	20
36	Swords Dance	Normal	—	—	30
41	Iron Defense	Steel	—	—	15
46	Fury Cutter	Bug	10	95	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Counter*	Double-Edge	Mimic
Substitute	Swords Dance*	

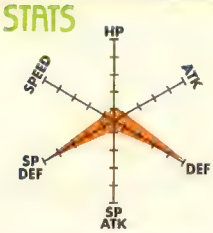
*Battle Frontier tutor move (*Emerald*)

213 Shuckle™

GENERAL INFO

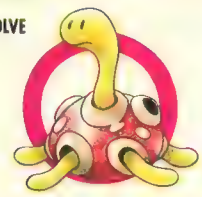
SPECIES: Mold Pokémon
HEIGHT: 2'00"
WEIGHT: 45 lbs.
ABILITY: Sturdy
Prevents Shuckle from being hit by a one hit KO.

STATS



EVOLUTIONS

DOES NOT EVOLVE



LOCATION(S):

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
The Under

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Constrict	Normal	10	100	35
—	Withdraw	Normal	—	—	40
9	Wrap	Normal	15	85	20
14	Encore	Normal	—	100	5
23	Safeguard	Normal	—	—	25
28	Bide	Normal	—	100	10
37	Rest	Psychic	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Sweet Scent	Normal	—	100	2

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

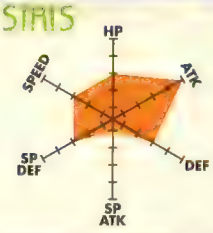
214 Heracross™

GENERAL INFO

SPECIES: Single Horn Pokémon
HEIGHT: 4'11"
WEIGHT: 119 lbs.
ABILITY 1: Swarm
When Heracross's HPs are low, its Bug-type moves are multiplied by 1.5.

ABILITY 2: Guts
When Heracross has a status condition, its attack power is multiplied by 1.5.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Rare
Safari Zone

SAPPHIRE Rarity: Rare
Safari Zone

FIRERED Rarity: Rare
Six Island

LEAFGREEN Rarity: Rare
Six Island

COLOSSEUM Rarity: Only one
Realgam Tower

EMERALD Rarity: Rare
Safari Zone

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Leer	Normal	—	100	30
6	Horn Attack	Normal	65	100	25
11	Endure	Normal	—	—	10
17	Fury Attack	Normal	15	85	20
23	Brick Break	Fighting	75	100	15
30	Counter	Fighting	—	100	20
37	Take Down	Normal	90	85	20
45	Reversal	Fighting	—	100	15
53	Megahorn	Bug	120	85	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Harden	Normal	—	—	30
False Swipe	Normal	40	100	40
Bide	Normal	15	75	20
Flail	Normal	—	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Rock Slide*	Seismic Toss*
Substitute	Swords Dance*	

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

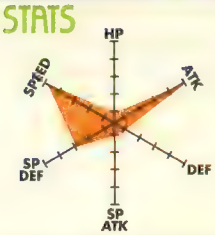
215 Sneasel™

DARK

GENERAL INFO

SPECIES: Sharp Claw Pokémon
HEIGHT: 2'11"
WEIGHT: 62 lbs.
ABILITY 1: Inner Focus
Prevents Sneasel from flinching.
ABILITY 2: Keen Eye
Prevents Sneasel from having its Accuracy lowered.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: None
Trade from *LeafGreen/Colosseum*

LEAFGREEN Rarity: Rare
Four Island

COLOSSEUM Rarity: Only One
The Under

EMERALD Rarity: None
Trade from *LeafGreen/Colosseum*

XD Rarity: None
Trade from *LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
—	Taunt	Dark	—	100	20
8	Quick Attack	Normal	40	100	30
15	Screech	Normal	—	85	40
22	Faint Attack	Dark	60	—	20
29	Fury Swipes	Normal	18	80	15
36	Agility	Psychic	—	—	30
43	Icy Wind	Ice	55	95	15
50	Slash	Normal	70	100	20
57	Beat Up	Dark	10	100	10
64	Metal Claw	Steel	50	95	35

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Bite	Dark	60	100	25
Counter	Fighting	—	100	20
Crush Claw	Normal	75	95	10
Fake Out	Normal	40	100	10
Foresight	Normal	—	100	40
Reflect	Psychic	—	—	20
Spite	Ghost	—	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Counter*	Double-Edge	Dream Eater*
Mimic	Substitute	Swords Dance*

*Battle Frontier tutor move (*Emerald*)

216 Teddiursa™

GENERAL INFO

SPECIES: Little Bear Pokémon
HEIGHT: 2'00"
WEIGHT: 19 lbs.
ABILITY: Pickup
Allows Teddiursa to take items from an opponent.

STATS

EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: None
Trade Ursaring from *Colosseum* then breed

LEAFGREEN Rarity: None
Trade Ursaring from *Colosseum* then breed

COLOSSEUM Rarity: Breed
Breed in *Ruby/Sapphire/FireRed/LeafGreen* then trade back

EMERALD Rarity: Common
Safari Zone

XD Rarity: Only One
Pokémon HQ (Capture from Cipher Peon Naps)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
7	Lick	Ghost	20	100	30
13	Fury Swipes	Normal	18	80	15
19	Fake Tears	Dark	—	100	20
25	Faint Attack	Dark	60	—	20
31	Rest	Psychic	—	—	10
37	Slash	Normal	70	100	20
43	Snore	Normal	40	100	15
49	Thrash	Normal	90	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Counter	Fighting	—	100	20
Crunch	Dark	80	100	15
Fake Tears	Dark	—	100	20
Metal Claw	Steel	50	95	35
Seismic Toss	Fighting	—	100	20
Sleep Talk	Normal	—	—	10
Take Down	Normal	90	85	20
Yawn	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Seismic Toss*	Substitute
Swords Dance*		

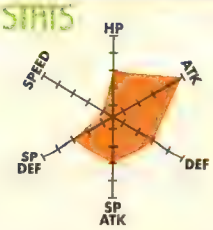
*Battle Frontier tutor move (*Emerald*)

217 Ursaring™

GENERAL INFO

SPECIES: Hibernator Pokémon
HEIGHT: 5'11"
WEIGHT: 277 lbs.
ABILITY: Guts
When Ursaring has a status condition, its attack power is multiplied by 1.5.

STATS



EVOLUTIONS

LOCATIONS:

RUBY — **Rarity:** None
Trade from *Colosseum/Emerald*

SAPPHIRE — **Rarity:** None
Trade from *Colosseum/Emerald*

FIRERED — **Rarity:** None
Trade from *Colosseum/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Colosseum/Emerald*

COLOSSEUM — **Rarity:** Only One
Snagem Hideout

EMERALD — **Rarity:** Evolve
Evolve Teddiursa

XD — **Rarity:** Evolve
Evolve Teddiursa

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Leer	Normal	—	100	30
—	Lick	Ghost	20	100	30
—	Fury Swipes	Normal	18	80	15
19	Fake Tears	Dark	—	100	20
25	Faint Attack	Dark	60	—	20
31	Rest	Psychic	—	—	10
37	Slash	Normal	70	100	20
43	Snore	Normal	40	100	15
49	Thrash	Normal	90	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

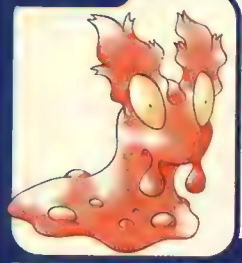
MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute	Swords Dance*	

*Battle Frontier tutor move (*Emerald*)

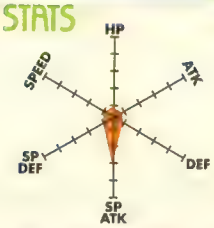
218 Slugma™



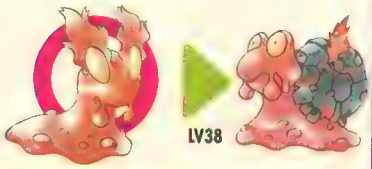
GENERAL INFO

SPECIES: Lava Pokémon
HEIGHT: 2'04"
WEIGHT: 77 lbs.
ABILITY 1: Magma Armor
Slugma cannot be frozen.
ABILITY 2: Flame Body
An opponent has a 30% chance of being burned if it attacks Slugma.

STATS



EVOLUTIONS



LOCATIONS:

RUBY — **Rarity:** Common
Fiery Path

SAPPHIRE — **Rarity:** Common
Fiery Path

FIRERED — **Rarity:** Common
One Island

LEAFGREEN — **Rarity:** Common
One Island

COLOSSEUM — **Rarity:** Only One
Pyrite Town

EMERALD — **Rarity:** Common
Route 113, Fiery Path

XD — **Rarity:** None
Trade from *Ruby/Sapphire/FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Yawn	Normal	—	100	10
—	Smog	Poison	20	70	20
8	Ember	Fire	40	100	25
15	Rock Throw	Rock	50	90	15
22	Harden	Normal	—	—	30
29	Amnesia	Psychic	—	—	20
36	Flamethrower	Fire	95	100	15
43	Rock Slide	Rock	75	90	10
50	Body Slam	Normal	85	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Acid Armor	Poison	—	—	4

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

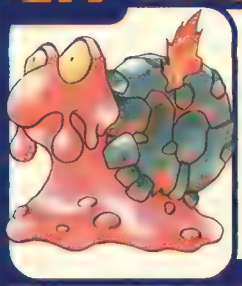
***Emerald* Only**

Defense Curl*	Endure*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

219 Magcargo™

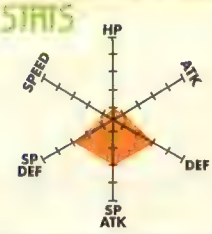
FIRE ROCK



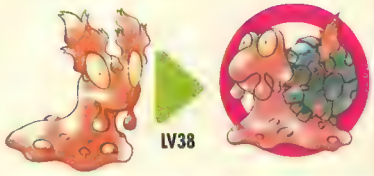
GENERAL INFO

SPECIES: Lava Pokémon
HEIGHT: 2'07"
WEIGHT: 121 lbs.
ABILITY 1: Magma Armor
Magcargo cannot be frozen.
ABILITY 2: Flame Body
An opponent has a 30% chance of being burned if it attacks Magcargo.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Evolve Slugma

SAPPHIRE Rarity: None
Evolve Slugma

FIRERED Rarity: None
Evolve Slugma, One Island

LEAFGREEN Rarity: None
Evolve Slugma, One Island

COLOSSEUM Rarity: None
Evolve Slugma

EMERALD Rarity: Evolve
Evolve Slugma

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Kolest)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Yawn	Normal	—	100	10
—	Smog	Poison	20	70	20
—	Ember	Fire	40	100	25
—	Rock Throw	Rock	50	90	15
22	Harden	Normal	—	—	30
29	Amnesia	Psychic	—	—	20
36	Flamethrower	Fire	95	100	15
48	Rock Slide	Rock	75	90	10
60	Body Slam	Normal	85	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

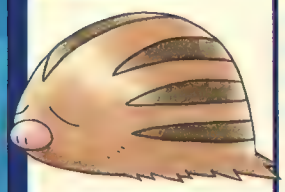
***Emerald* Only**

Defense Curl*	Endure*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

220 Swinub™

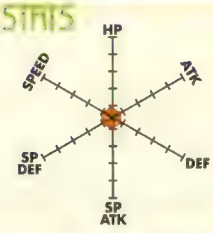
ICE GROUND



GENERAL INFO

SPECIES: Pig Pokémon
HEIGHT: 1'04"
WEIGHT: 14 lbs.
ABILITY: Oblivious
Prevents Swinub from being attracted.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Four Island

LEAFGREEN Rarity: None
Four Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Phenac City (Capture from Cipher Peon Greck)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Odor Sleuth	Normal	—	100	40
10	Powder Snow	Ice	40	100	25
19	Endure	Normal	—	—	10
28	Take Down	Normal	90	85	20
37	Mist	Ice	—	—	30
46	Blizzard	Ice	120	70	5
55	Amnesia	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Bite	Dark	60	100	25
Body Slam	Normal	85	100	15
Double-Edge	Normal	120	100	15
Icicle Spear	Ice	15	100	30
Mud Shot	Ground	55	95	15
Rock Slide	Rock	75	90	10
Take Down	Normal	90	85	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

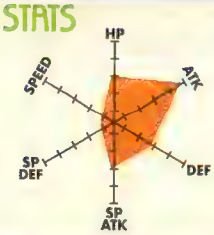
221 Piloswine™

ICE GROUND

GENERAL INFO

SPECIES: Swine Pokémon
HEIGHT: 3'07"
WEIGHT: 123 lbs.
ABILITY: Oblivious
Prevents Piloswine from being attracted.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED **Rarity:** None
Evolve Swinub

LEAFGREEN **Rarity:** None
Evolve Swinub

COLOSSEUM **Rarity:** Only One
Snatched from Bodybuilder Lonia in The Under

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

XD **Rarity:** Evolve
Evolve Swinub

MOVES

Level	Attack	Type	Power	ACC	PP
—	Horn Attack	Normal	65	100	25
—	Odor Sleuth	Normal	—	100	40
—	Powder Snow	Ice	40	100	25
—	Endure	Normal	—	—	10
28	Take Down	Normal	90	85	20
33	Fury Attack	Normal	15	85	20
42	Mist	Ice	—	—	30
56	Blizzard	Ice	120	70	5
70	Amnesia	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

222 Corsola™

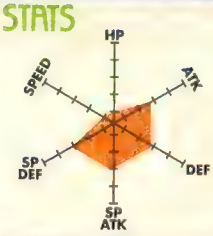
WATER ROCK

GENERAL INFO

SPECIES: Coral Pokémon
HEIGHT: 2'00"
WEIGHT: 11 lbs.
ABILITY 1: Hustle
Multiplies Corsola's attack power by 1.5, but lowers its Accuracy to 80%.

ABILITY 2: Natural Cure
Any status condition Corsola may have is cured when Corsola is switched out.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY **Rarity:** Common
Ever Grande City, Pacifidlog Town

SAPPHIRE **Rarity:** Common
Ever Grande City, Pacifidlog Town

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Common
Route 128, Ever Grande City

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
6	Harden	Normal	—	—	30
12	Bubble	Water	20	100	30
17	Recover	Normal	—	—	20
17	Refresh	Normal	—	100	20
23	Bubblebeam	Water	65	100	20
28	Spike Cannon	Normal	20	100	15
34	Rock Blast	Rock	25	80	10
39	Mirror Coat	Psychic	—	100	20
45	Ancientpower	Rock	60	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Amnesia	Psychic	—	—	20
Rock Slide	Rock	75	90	10
Screech	Normal	—	85	40
Mist	Ice	—	—	30
Barrier	Psychic	—	—	30
Ingrain	Grass	—	100	20
Confuse Ray	Ghost	—	100	10
Icicle Spear	Ice	10	100	30

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute

Emerald Only

Defense Curl*	Endure*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

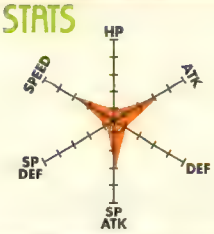
223 Remoraid™

WATER

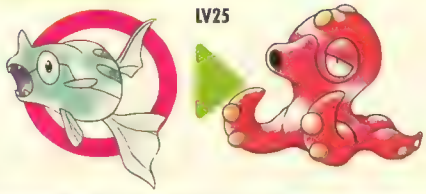
GENERAL INFO

SPECIES: Jet Pokémon
HEIGHT: 2'00"
WEIGHT: 26 lbs.
ABILITY: Hustle
Multiplies Remoraid's attacks by 1.5, but lowers its Accuracy to 80%.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: None
Trade from *LeafGreen/Colosseum*

LEAFGREEN Rarity: Common
Five Island

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: Common
Safari Zone

XD Rarity: None
Trade from *LeafGreen/Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
11	Lock-on	Normal	—	100	5
22	Psybeam	Psychic	65	100	20
22	Aurora Beam	Ice	65	100	20
22	Bubblebeam	Water	65	100	20
33	Focus Energy	Normal	—	—	30
44	Ice Beam	Ice	95	100	10
55	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Aurora Beam	Ice	65	100	20
Haze	Ice	—	—	30
Octazooka	Water	65	85	10
Rock Blast	Rock	25	80	10
Screech	Normal	—	85	40
Supersonic	Normal	—	55	20
Thunder Wave	Electric	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge, Mimic, Substitute, Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

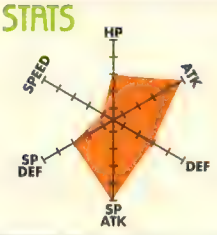
224 Octillery™

WATER

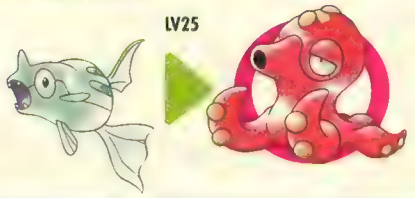
GENERAL INFO

SPECIES: Jet Pokémon
HEIGHT: 2'11"
WEIGHT: 63 lbs.
ABILITY: Suction Cups
Protects Octillery from being switched out by Whirlwind or Roar.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Evolve Remoraid or Trade from *Colosseum*

SAPPHIRE Rarity: None
Evolve Remoraid or Trade from *Colosseum*

FIRERED Rarity: None
Trade from *LeafGreen/Colosseum*

LEAFGREEN Rarity: None
Evolve Remoraid

COLOSSEUM Rarity: None
Evolve Remoraid

EMERALD Rarity: Evolve
Evolve Remoraid

XD Rarity: None
Trade from *LeafGreen/Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
11	Constrict	Normal	10	100	35
22	Psybeam	Psychic	65	100	20
22	Aurora Beam	Ice	65	100	20
22	Bubblebeam	Water	65	100	20
25	Octazooka	Water	65	85	10
38	Focus Energy	Normal	—	—	30
54	Ice Beam	Ice	95	100	10
70	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge, Mimic, Seismic Toss*, Substitute, Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

225 Delibird™

XL FLYING

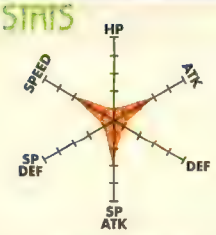
GENERAL INFO

SPECIES: Delivery Pokémon
HEIGHT: 2'11"
WEIGHT: 35 lbs.

ABILITY 1: Hustle
Multiplies Delibird's attacks by 1.5, but lowers its Accuracy to 80%.

ABILITY 2: Vital Spirit
Prevents Delibird from getting a Sleep condition.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: Rare
Four Island

LEAFGREEN Rarity: None
Trade from *FireRed/Colosseum*

COLOSSEUM Rarity: Only One
Realgam Tower

EMERALD Rarity: None
Trade from *FireRed/Colosseum*

XD Rarity: None
Trade from *FireRed/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Present	Normal	—	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Aurora Beam	Ice	65	100	20
Future Sight	Psychic	80	90	15
Ice Ball	Ice	30	90	20
Quick Attack	Normal	40	100	30
Rapid Spin	Normal	20	100	40
Bounce	Flying	85	85	5

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

*Battle Frontier tutor move (*Emerald*)

226 Mantine™

FLYING WATER

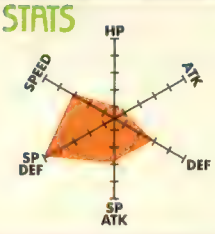
GENERAL INFO

SPECIES: Kite Pokémon
HEIGHT: 6'11"
WEIGHT: 485 lbs.

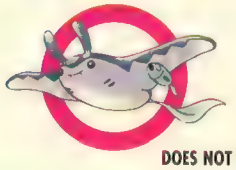
ABILITY 1: Water Absorb
When Mantine is hit with a Water attack, it gets 1/4 of its HPs back.

ABILITY 2: Swift Swim
Increases Mantine's Speed when it's raining.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: Common
Trade from *LeafGreen/Colosseum*

LEAFGREEN Rarity: Rare
Seven Island

COLOSSEUM Rarity: Only One
Pyrite Town

EMERALD Rarity: None
Trade from *LeafGreen/Colosseum*

XD Rarity: None
Trade from *LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Bubble	Water	20	100	30
8	Supersonic	Normal	—	55	20
15	Bubblebeam	Water	65	100	20
22	Take Down	Normal	90	85	20
29	Agility	Psychic	—	—	30
36	Wing Attack	Flying	60	100	35
43	Water Pulse	Water	60	100	20
50	Confuse Ray	Ghost	—	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Haze	Ice	—	—	30
Hydro Pump	Water	120	80	5
Mud Sport	Ground	—	100	15
Rock Slide	Rock	75	90	10
Slam	Normal	80	75	20
Twister	Dragon	40	100	20

*Learned Via Breeding

MOVE TUTOR

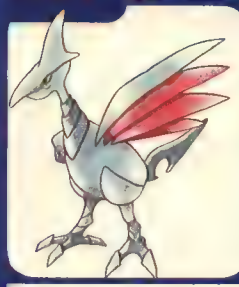
FireRed/LeafGreen and Emerald Only

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

227 Skarmory™

STEEL FLYING

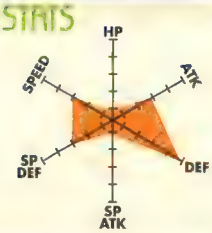


GENERAL INFO

SPECIES: Armor Bird Pokémon
HEIGHT: 5'07"
WEIGHT: 111 lbs.
ABILITY 1: Keen Eye
Skarmory's Accuracy cannot be lowered.

ABILITY 2: Sturdy
One hit KO moves have no effect.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Rare
Route 113

SAPPHIRE Rarity: Rare
Route 113

FIRERED Rarity: Rare
Seven Island

LEAFGREEN Rarity: Rare
Seven Island

COLOSSEUM Rarity: Only One
Realgam Tower

EMERALD Rarity: Rare
Route 113

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Peck	Flying	35	100	35
10	Sand-Attack	Ground	—	100	15
13	Swift	Normal	60	—	20
16	Agility	Psychic	—	—	30
26	Fury Attack	Normal	15	85	20
29	Air Cutter	Flying	55	95	25
32	Steel Wing	Steel	70	90	25
42	Spikes	Ground	—	—	20
45	Metal Sound	Steel	—	85	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Drill Peck	Flying	80	100	20
Pursuit	Dark	40	100	20
Sky Attack	Flying	140	90	5
Whirlwind	Normal	—	100	20
Curse	—	—	—	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Counter*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

228 Houndour™

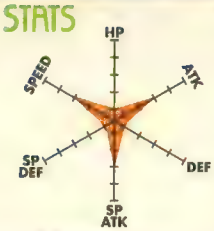
DARK FIRE

GENERAL INFO

SPECIES: Dark Pokémon
HEIGHT: 2'00"
WEIGHT: 24 lbs.
ABILITY 1: Flash Fire
Boosts the power of Houndour's Fire-type attacks and prevents it from being damaged by Fire-type attacks.

ABILITY 2: Early Bird
Allows Houndour to wake up sooner when put to sleep.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Obtain in *Colosseum*

SAPPHIRE Rarity: None
Obtain in *Colosseum*

FIRERED Rarity: None
Trade Houndoom from *Colosseum* and breed

LEAFGREEN Rarity: None
Trade Houndoom from *Colosseum* and breed

COLOSSEUM Rarity: None
Breed Houndoom

EMERALD Rarity: Rare
Safari Zone

XD Rarity: Only One
Cipher Lab (Capture from Cipher Peon Resix)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Ember	Fire	40	100	25
7	Howl	Normal	—	—	40
13	Smog	Poison	20	70	20
19	Roar	Normal	—	100	20
25	Bite	Dark	60	100	25
31	Odor Sleuth	Normal	—	100	40
37	Faint Attack	Dark	60	—	20
43	Flamethrower	Fire	95	100	15
49	Crunch	Dark	80	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
TM50	Overheat	Fire	140	90	5
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Beat Up	Dark	10	100	10
Counter	Fighting	—	100	20
Fire Spin	Fire	15	70	15
Pursuit	Dark	40	100	20
Rage	Normal	20	100	20
Reversal	Fighting	—	100	15
Spite	Ghost	—	100	10
Will-O-Wisp	Fire	—	75	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mimic	Substitute

*Battle Frontier tutor move (*Emerald*)

229 Houndoom™

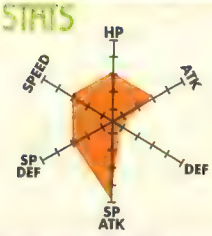
DARK FIRE

GENERAL INFO

SPECIES: Dark Pokémon
HEIGHT: 4'07"
WEIGHT: 77 lbs.
ABILITY 1: Flash Fire
Boosts the power of Houndoom's Fire-type attacks and prevents it from being damaged by Fire-type attacks.

ABILITY 2: Early Bird
Allows Houndoom to wake up sooner when put to sleep.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Realgam Tower

EMERALD Rarity: Evolve
Evolve Houndour

XD Rarity: Evolve
Evolve Houndour

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Ember	Fire	40	100	25
—	Howl	Normal	—	—	40
13	Smog	Poison	20	70	20
19	Roar	Normal	—	100	20
27	Bite	Dark	60	100	25
35	Odor Sleuth	Normal	—	100	40
43	Faint Attack	Dark	60	—	20
51	Flamethrower	Fire	95	100	15
59	Crunch	Dark	80	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mimic	Substitute

*Battle Frontier tutor move (*Emerald*)

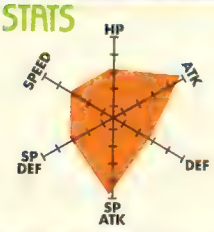
230 Kingdra™

WATER DRAGON

GENERAL INFO

SPECIES: Dragon Pokémon
HEIGHT: 5'11"
WEIGHT: 335 lbs.
ABILITY: Swift Swim
Doubles the Kingdra's Speed when it's raining.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Evolve Seadra

SAPPHIRE Rarity: None
Evolve Seadra

FIRERED Rarity: None
Evolve Seadra

LEAFGREEN Rarity: None
Evolve Seadra

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Seadra

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
—	Smokescreen	Normal	—	100	20
—	Leer	Normal	—	100	30
—/22	Water Gun	Water	40	100	25
29	Twister	Dragon	40	100	20
40	Agility	Psychic	—	—	30
51	Hydro Pump	Water	120	80	5
62	Dragon Dance	Dragon	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

= *Emerald* Only

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Double-Edge	Mimic
Substitute		

Emerald Only

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

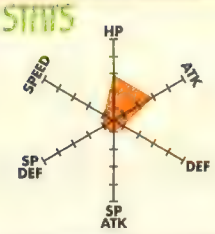
231 Phanpy™

GROUND

GENERAL INFO

SPECIES: Long Nose Pokémon
HEIGHT: 1'08"
WEIGHT: 74 lbs.
ABILITY: Pickup
Allows Phanpy to pick up items from the opponent in battle. Also picks up items on roads when in a party.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
Safari Zone

SAPPHIRE Rarity: Common
Safari Zone

FIRERED Rarity: Common
Seven Island

LEAFGREEN Rarity: Common
Seven Island

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Common
Safari Zone

XD Rarity: Rare
Oasis Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Odor Sleuth	Normal	—	100	40
—	Growl	Normal	—	100	40
—	Tackle	Normal	35	95	35
9	Defense Curl	Normal	—	—	40
17	Flail	Normal	—	100	15
25	Take Down	Normal	90	85	20
33	Rollout	Rock	30	90	20
41	Endure	Normal	—	—	10
49	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Focus Energy	Normal	—	—	30
Body Slam	Normal	85	100	15
Ancientpower	Rock	60	100	5
Snore	Normal	40	100	15
Counter	Fighting	—	100	20
Fissure	Ground	—	30	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

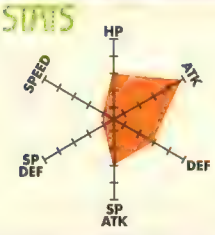
232 Donphan™

GROUND

GENERAL INFO

SPECIES: Armor Pokémon
HEIGHT: 3'07"
WEIGHT: 265 lbs.
ABILITY: Sturdy
One hit KO Moves have no effect.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
Evolve Phanpy

SAPPHIRE Rarity: Common
Evolve Phanpy

FIRERED Rarity: Common
Evolve Phanpy

LEAFGREEN Rarity: Common
Evolve Phanpy

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: Evolve
Evolve Phanpy

XD Rarity: Evolve
Evolve Phanpy

MOVES

Level	Attack	Type	Power	ACC	PP
—	Odor Sleuth	Normal	—	100	40
—	Horn Attack	Normal	65	100	25
—	Growl	Normal	—	100	40
9	Defense Curl	Normal	—	—	40
17	Flail	Normal	—	100	15
25	Fury Attack	Normal	15	85	20
33	Rollout	Rock	30	90	20
41	Rapid Spin	Normal	20	100	40
49	Earthquake	Ground	100	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Rock Slide*	Substitute

***Emerald* Only**

Defense Curl*	Endure*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

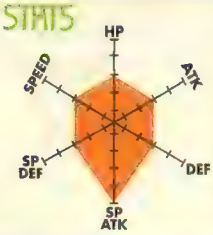
*Battle Frontier tutor move (*Emerald*)

233 Porygon2™

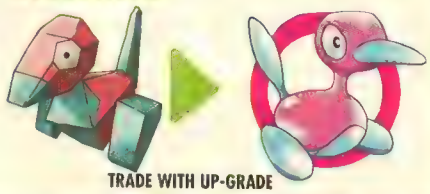
GENERAL INFO

SPECIES: Virtual Pokémon
HEIGHT: 2'00"
WEIGHT: 72 lbs.
ABILITY: Trace
Allows Porygon2 to copy the opponent's ability.

STATS



EVOLUTIONS



TRADE WITH UP-GRADE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Evolve Porygon

LEAFGREEN Rarity: None
Evolve Porygon

COLOSSEUM Rarity: None
Evolve Porygon

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Conversion	Normal	—	—	30
—	Conversion 2	Normal	—	—	30
9	Agility	Psychic	—	—	30
12	Psybeam	Psychic	65	100	20
20	Recover	Normal	—	—	20
24	Defense Curl	Normal	—	—	40
32	Lock-on	Normal	—	100	5
36	Tri Attack	Normal	80	100	10
44	Recycle	Normal	—	100	10
48	Zap Cannon	Electric	100	50	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Double-Edge	Dream Eater*	Mimic
Substitute	Thunder Wave*	

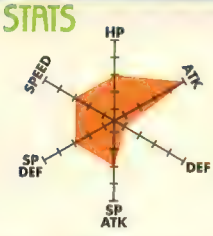
*Battle Frontier tutor move (*Emerald*)

234 Stantler™

GENERAL INFO

SPECIES: Big Horn Pokémon
HEIGHT: 4'07"
WEIGHT: 157 lbs.
ABILITY: Intimidate
An opponent's Attack decreases when Stantler is summoned into battle.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
The Under

EMERALD Rarity: Rare
Safari Zone

XD Rarity: None
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
7	Leer	Normal	—	100	30
11	Astonish	Ghost	30	100	15
17	Hypnosis	Psychic	—	60	20
21	Stomp	Normal	65	100	20
27	Sand-Attack	Ground	—	100	15
31	Role Play	Psychic	—	100	10
37	Take Down	Normal	90	85	20
41	Confuse Ray	Ghost	—	100	10
47	Calm Mind	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Bite	Dark	60	100	25
Disable	Normal	—	55	20
Extrasensory	Psychic	80	100	30
Psych Up	Normal	—	—	10
Spite	Ghost	—	100	10
Swagger	Normal	—	90	15

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

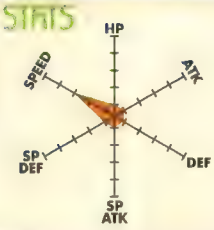
*Battle Frontier tutor move (*Emerald*)

235 Smeargle™

GENERAL INFO

SPECIES: Painter Pokémon
HEIGHT: 3'11"
WEIGHT: 128 lbs.
ABILITY: Own Tempo
Smeargle can't be confused.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum/Emerald*

SAPPHIRE Rarity: None
Trade from *Colosseum/Emerald*

FIRERED Rarity: None
Trade from *Colosseum/Emerald*

LEAFGREEN Rarity: None
Trade from *Colosseum/Emerald*

COLOSSEUM Rarity: None
Snagem Hideout

EMERALD Rarity: Common
Battle Frontier

XD Rarity: None
Trade from *Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Sketch	Normal	—	—	1
11	Sketch	Normal	—	—	1
21	Sketch	Normal	—	—	1
31	Sketch	Normal	—	—	1
41	Sketch	Normal	—	—	1
51	Sketch	Normal	—	—	1
61	Sketch	Normal	—	—	1
71	Sketch	Normal	—	—	1
81	Sketch	Normal	—	—	1
91	Sketch	Normal	—	—	1

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

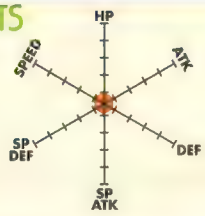
None

236 Tyroque™

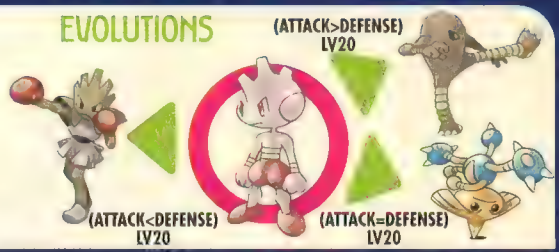
GENERAL INFO

SPECIES: Scuffle Pokémon
HEIGHT: 2'04"
WEIGHT: 46 lbs.
ABILITY: Guts
When Tyrogue has a status condition, its attack power is multiplied by 1.5.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade and then breed Hitmonchan or Hitmonlee

SAPPHIRE Rarity: None
Trade and then breed Hitmonchan or Hitmonlee

FIRERED Rarity: None
Breed Hitmonchan or Hitmonlee

LEAFGREEN Rarity: None
Breed Hitmonchan or Hitmonlee

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

EMERALD Rarity: None
Trade and then breed Hitmonchan or Hitmonlee

XD Rarity: None
Trade from *Ruby/Sapphire/FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Hi Jump Kick	Fighting	85	90	20
Mach Punch	Fighting	40	100	30
Mind Reader	Normal	—	100	5
Rapid Spin	Normal	20	100	40

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mimic	Rock Slide*
Seismic Toss*	Substitute	

*Battle Frontier tutor move (*Emerald*)

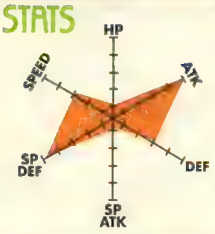
237 Hitmontop™

FIGHTING

GENERAL INFO

SPECIES: Handstand Pokémon
HEIGHT: 4'07"
WEIGHT: 105 lbs.
ABILITY: Intimidate
When Hitmontop is sent into battle, it lowers the opponent's Attack.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Agate Village

EMERALD Rarity: None
Trade from *Colosseum*

XD Rarity: None
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Rolling Kick	Fight	60	85	15
—	Revenge	Fighting	60	100	10
7	Focus Energy	Normal	—	—	30
13	Pursuit	Dark	40	100	20
19	Quick Attack	Normal	40	100	30
20	Triple Kick	Fight	10	100	10
25	Rapid Spin	Normal	20	100	40
31	Counter	Fighting	—	100	20
37	Agility	Psychic	—	—	30
43	Detect	Fight	—	—	5
49	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mimic	Rock Slide*
Seismic Toss*	Substitute	

*Battle Frontier tutor move (*Emerald*)

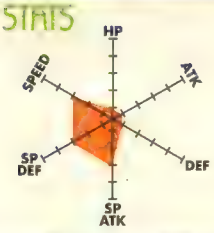
238 Smoochum™

ICE PSYCHIC

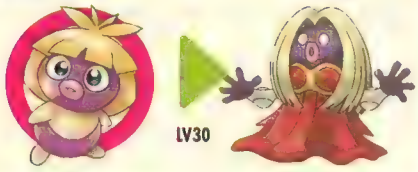
GENERAL INFO

SPECIES: Kiss Pokémon
HEIGHT: 1'04"
WEIGHT: 14 lbs.
ABILITY: Oblivious
Prevents Smoochum from being attracted.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Breed Jynx

LEAFGREEN Rarity: None
Breed Jynx

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: None
Trade from *FireRed/LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Lick	Ghost	20	100	30
9	Sweet Kiss	Normal	—	75	10
13	Powder Snow	Ice	40	100	25
21	Confusion	Psychic	50	100	25
25	Sing	Normal	—	55	15
33	Mean Look	Normal	—	100	5
37	Fake Tears	Dark	—	100	20
45	Psychic	Psychic	90	100	10
49	Perish Song	Normal	—	—	5
57	Blizzard	Ice	120	70	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Fake Out	Normal	40	100	10
Ice Punch	Ice	75	100	15
Meditate	Psychic	—	—	40
Psych Up	Normal	—	—	10
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

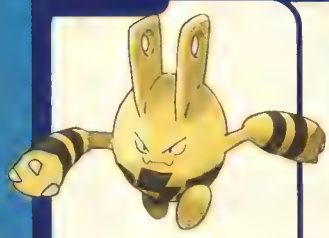
FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Substitute		

*Battle Frontier tutor move (*Emerald*)

239 Elekid™

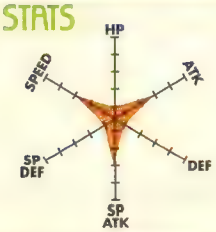
ELECTRIC



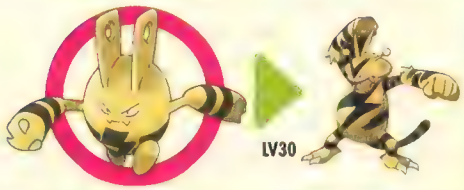
GENERAL INFO

SPECIES: Electric Pokémon
HEIGHT: 2'00"
WEIGHT: 52 lbs.
ABILITY: Static
An opponent has a 30% chance of being paralyzed when it directly strikes Elekid.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: None
Breed Electabuzz

LEAFGREEN Rarity: None
Trade from *FireRed/LeafGreen*

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Give Hordel the Purified Togepi in trade for Elekid

MOVES

Level	Attack	Type	Power	ACC	PP
—	Quick Attack	Normal	40	100	30
—	Leer	Normal	—	100	30
9	Thunderpunch	Electric	75	100	15
17	Light Screen	Psychic	—	—	30
25	Swift	Normal	60	—	20
33	Screech	Normal	—	85	40
41	Thunderbolt	Electric	95	100	15
49	Thunder	Electric	120	70	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Barrier	Psychic	—	—	30
Cross Chop	Fighting	100	80	5
Fire Punch	Fire	75	100	15
Ice Punch	Ice	75	100	15
Karate Chop	Fighting	50	100	25
Meditate	Psychic	—	—	40
Rolling Kick	Fight	60	85	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

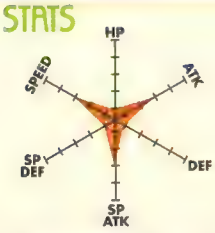
240 Magby™

FIRE

GENERAL INFO

SPECIES: Live Coal Pokémon
HEIGHT: 2'04"
WEIGHT: 47 lbs.
ABILITY: Flame Body
If Magby is struck directly, the opponent has a 30% chance of being burned.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *LeafGreen*

SAPPHIRE Rarity: None
Trade from *LeafGreen*

FIRERED Rarity: None
Trade from *LeafGreen*

LEAFGREEN Rarity: None
Breed Magmar

COLOSSEUM Rarity: None
Trade from *LeafGreen*

EMERALD Rarity: None
Trade from *LeafGreen*

XD Rarity: None
Trade from *LeafGreen*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Ember	Fire	40	100	25
7	Leer	Normal	—	100	30
13	Smog	Poison	20	70	20
19	Fire Punch	Fire	75	100	15
25	Smokescreen	Normal	—	100	20
31	Sunny Day	Fire	—	—	5
37	Flamethrower	Fire	95	100	15
43	Confuse Ray	Ghost	—	100	10
49	Fire Blast	Fire	120	85	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Barrier	Psychic	—	—	30
Cross Chop	Fighting	100	80	5
Karate Chop	Fighting	50	100	25
Mega Punch	Normal	80	85	20
Screech	Normal	—	85	40
Thunderpunch	Electric	75	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

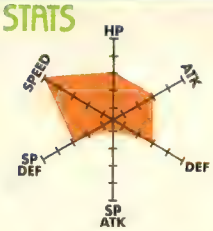
*Battle Frontier tutor move (*Emerald*)

241 Miltank™

GENERAL INFO

SPECIES: Milk Cow Pokémon
HEIGHT: 3'11"
WEIGHT: 166 lbs.
ABILITY: Thick Fat
Miltank takes half damage on all Fire-type and Ice-type attacks.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: None
Obtain in *Colosseum/Emerald*

SAPPHIRE Rarity: None
Obtain in *Colosseum/Emerald*

FIRERED Rarity: None
Obtain in *Colosseum/Emerald*

LEAFGREEN Rarity: None
Obtain in *Colosseum/Emerald*

COLOSSEUM Rarity: Only One
Realgam Tower

EMERALD Rarity: Rare
Safari Zone

XD Rarity: None
Obtain in *Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
4	Growl	Normal	—	100	40
8	Defense Curl	Normal	—	—	40
13	Stomp	Normal	65	100	20
19	Milk Drink	Normal	—	—	10
26	Bide	Normal	—	100	10
34	Rollout	Rock	30	90	20
43	Body Slam	Normal	85	100	15
53	Heal Bell	Normal	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Ground	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Curse	—	—	—	10
Endure	Normal	—	—	10
Helping Hand	Normal	—	100	20
Present	Normal	—	90	15
Psych Up	Normal	—	—	10
Reversal	Fighting	—	100	15
Seismic Toss	Fighting	—	100	20
Sleep Talk	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

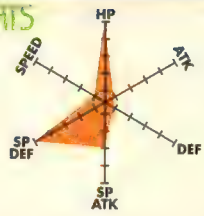
*Battle Frontier tutor move (*Emerald*)

242 Blissey™

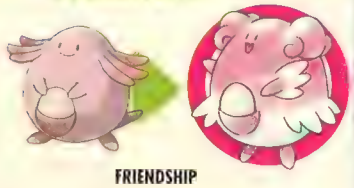
GENERAL INFO

SPECIES: Happiness Pokémon
HEIGHT: 4'11"
WEIGHT: 103 lbs.
ABILITY 1: Natural Cure
Any status condition is cured when Blissey is switched out.
ABILITY 2: Serene Grace
When Blissey is in battle, the chances of extra effects occurring are doubled.

STATS



EVOLUTIONS



FRIENDSHIP

LOCATIONS:

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Evolve
Evolve Chansey

LEAFGREEN Rarity: Evolve
Evolve Chansey

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Chansey

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Growl	Normal	—	100	40
4	Tail Whip	Normal	—	100	30
7	Refresh	Normal	—	100	20
10	Softboiled	Normal	—	100	10
13	Doubleslap	Normal	15	85	10
18	Minimize	Normal	—	—	20
23	Sing	Normal	—	55	15
28	Egg Bomb	Normal	100	75	10
33	Defense Curl	Normal	—	—	40
40	Light Screen	Psychic	—	—	30
47	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Seismic Toss*
Softboiled	Substitute	Thunder Wave*

*Battle Frontier tutor move (*Emerald*)

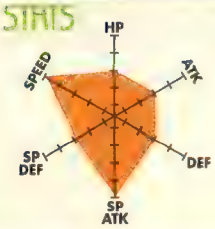
243 Raikou™

ELECTRIC

GENERAL INFO

SPECIES: Thunder Pokémon
HEIGHT: 6'03"
WEIGHT: 392 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Raikou.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED **Rarity:** Only One
Wild in Kanto (after beating Elite Four) if starter Pokémon is Squirtle

LEAFGREEN **Rarity:** Only One
Wild in Kanto (after beating Elite Four) if starter Pokémon is Squirtle

COLOSSEUM **Rarity:** Only One
Shadow Pokémon Lab

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

XD **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
11	Thundershock	Electric	40	100	30
21	Roar	Normal	—	100	20
31	Quick Attack	Normal	40	100	30
41	Spark	Electric	65	100	20
51	Reflect	Psychic	—	—	20
61	Crunch	Dark	80	100	15
71	Thunder	Electric	120	70	10
81	Calm Mind	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Ground	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

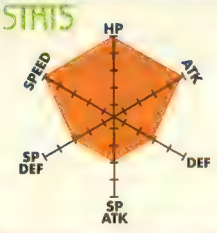
244 Entei™

FIRE

GENERAL INFO

SPECIES: Volcano Pokémon
HEIGHT: 6'11"
WEIGHT: 437 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Entei.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED **Rarity:** Only One
Wild in Kanto (after beating Elite Four) if starter Pokémon is Bulbasaur

LEAFGREEN **Rarity:** Only One
Wild in Kanto (after beating Elite Four) if starter Pokémon is Bulbasaur

COLOSSEUM **Rarity:** Only One
Mt. Battle

EMERALD **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

XD **Rarity:** None
Trade from *FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
11	Ember	Fire	40	100	25
21	Roar	Normal	—	100	20
31	Fire Spin	Fire	15	70	15
41	Stomp	Normal	65	100	20
51	Flamethrower	Fire	95	100	15
61	Swagger	Normal	—	90	15
71	Fire Blast	Fire	120	85	5
81	Calm Mind	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solar Beam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Substitute		

*Battle Frontier tutor move (*Emerald*)

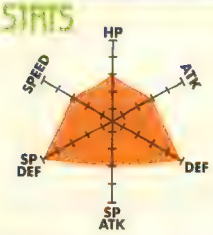
245 Suicune™

WATER

GENERAL INFO

SPECIES: Aurora Pokémon
HEIGHT: 6'07"
WEIGHT: 412 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Suicune.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

FIRERED Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter Pokémon is Charmander

LEAFGREEN Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter Pokémon is Charmander

COLOSSEUM Rarity: Only One
The Under

EMERALD Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

XD Rarity: None
Trade from *FireRed/LeafGreen/Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
11	Bubblebeam	Water	65	100	20
21	Rain Dance	Water	—	—	5
31	Gust	Flying	40	100	35
41	Aurora Beam	Ice	65	100	20
51	Mist	Ice	—	—	30
61	Mirror Coat	Psychic	—	100	20
71	Hydro Pump	Water	120	80	5
81	Calm Mind	Psychic	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM37	Sandstorm	Ground	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Substitute

*Battle Frontier tutor move (*Emerald*)

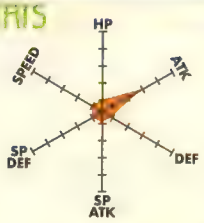
246 Larvitar™

ROCK GROUND

GENERAL INFO

SPECIES: Rock Skin Pokémon
HEIGHT: 2'00"
WEIGHT: 159 lbs.
ABILITY: Guts
When Larvitar has a status condition, its attack power is multiplied by 1.5.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Seven Island

LEAFGREEN Rarity: Rare
Seven Island

COLOSSEUM Rarity: None
Trade from *FireRed/LeafGreen*

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Only One
Trade from Duking

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
—	Sandstorm	Rock	—	—	10
5	Screech	Normal	—	85	40
22	Rock Slide	Rock	75	90	10
29	Thrash	Normal	90	100	20
36	Scary Face	Normal	—	90	10
43	Crunch	Dark	80	100	15
50	Earthquake	Ground	100	100	10
57	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Ancientpower	Rock	60	100	5
Curse	—	—	—	10
Dragon Dance	Dragon	—	—	20
Focus Energy	Normal	—	—	30
Outrage	Dragon	90	100	15
Pursuit	Dark	40	100	20
Stomp	Normal	65	100	20

*Learned Via Breeding

MOVE TUTOR

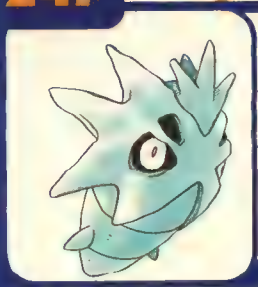
FireRed/LeafGreen and *Emerald* Only

Body Slam* | Double-Edge | Mimic | Rock Slide* | Substitute

*Battle Frontier tutor move (*Emerald*)

247 Pupitar™

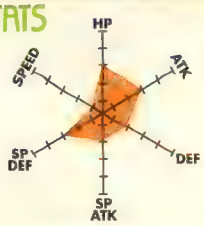
GROUND



GENERAL INFO

SPECIES: Hard Shell Pokémon
HEIGHT: 3'11"
WEIGHT: 335 lbs.
ABILITY: Shed Skin
Enables Pupitar to have a status effect for only one turn. Shed Skin has 30% of success.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Evolve Larvitar or Trade from *FireRed/LeafGreen*

SAPPHIRE Rarity: None
Evolve Larvitar or Trade from *FireRed/LeafGreen*

FIRERED Rarity: Rare
Evolve Larvitar

LEAFGREEN Rarity: Rare
Evolve Larvitar

COLOSSEUM Rarity: None
Evolve Larvitar

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Larvitar

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
—	Sandstorm	Rock	—	—	10
—	Screech	Normal	—	85	40
22	Rock Slide	Rock	75	90	10
29	Thrash	Normal	90	100	20
38	Scary Face	Normal	—	90	10
47	Crunch	Dark	80	100	15
56	Earthquake	Ground	100	100	10
56	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Ground	—	—	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

*Battle Frontier tutor move (*Emerald*)

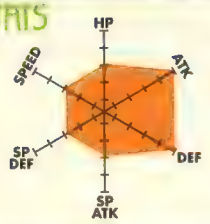
248 Tyranitar™

DARK

GENERAL INFO

SPECIES: Armor Pokémon
HEIGHT: 6'07"
WEIGHT: 445 lbs.
ABILITY: Sand Stream
A sandstorm begins when Tyranitar enters battle.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
Realgam Tower

EMERALD Rarity: None
Trade from *FireRed/LeafGreen*

XD Rarity: Evolve
Evolve Pupitar

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
—	Sandstorm	Rock	—	—	10
—	Screech	Normal	—	85	40
22	Rock Slide	Rock	75	90	10
29	Thrash	Normal	90	100	20
38	Scary Face	Normal	—	90	10
47	Crunch	Dark	80	100	15
61	Earthquake	Ground	100	100	10
75	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	95	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Thunder Wave*		

*Battle Frontier tutor move (*Emerald*)

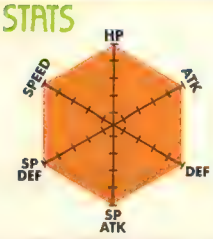
249 Lugia™

PSYCHIC FLYING

GENERAL INFO

SPECIES: Diving Pokémon
HEIGHT: 17'01"
WEIGHT: 476 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted against Lugia.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *XD*

SAPPHIRE Rarity: None
Trade from *XD*

FIRERED Rarity: None
Trade from *XD*

LEAFGREEN Rarity: None
Trade from *XD*

COLOSSEUM Rarity: None
Trade from *XD*

EMERALD Rarity: None
Trade from *XD*

XD Rarity: Only One
Citadark Island (Capture from Master Greevil)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Whirlwind	Normal	—	100	20
11	Safeguard	Normal	—	—	25
22	Gust	Flying	40	100	35
33	Recover	Normal	—	—	20
55	Rain Dance	Water	—	—	5
66	Swift	Normal	60	—	20
44	Hydro Pump	Water	120	80	5
77	Aeroblast	Flying	100	95	5
88	Ancientpower	Rock	60	100	5
99	Future Sight	Psychic	80	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Ground	600	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Punch	Ghost	60	—	20
TM32	Double Team	Normal	—	—	—
TM33	Reflect	Psychic	—	—	20
TM34	Shockwave	Electric	60	—	20
TM37	Sandstorm	Ground	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM47	Steel Wing	Steel	70	90	25
TM48	Skill Swap	Psychic	—	100	10

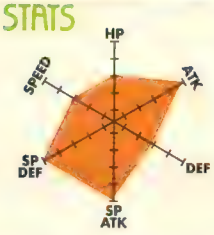
250 Ho-Oh™

FIRE FLYING

GENERAL INFO

SPECIES: Rainbow Pokémon
HEIGHT: 12'06"
WEIGHT: 439 lbs.
ABILITY: Pressure
Opponent uses 2 PPs for damage inflicted on Ho-Oh.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Colosseum*

SAPPHIRE Rarity: None
Trade from *Colosseum*

FIRERED Rarity: None
Trade from *Colosseum*

LEAFGREEN Rarity: None
Trade from *Colosseum*

COLOSSEUM Rarity: Only One
10 Man Mt. Battle Challenge

EMERALD Rarity: None
Trade from *Colosseum*

XD Rarity: None
Trade from *Colosseum*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Whirlwind	Normal	—	100	20
11	Safeguard	Normal	—	—	25
22	Gust	Flying	40	100	35
33	Recover	Normal	—	—	20
44	Fire Blast	Fire	120	85	5
55	Sunny Day	Fire	—	—	5
66	Swift	Normal	60	—	20
77	Sacred Fire	Fire	100	100	5
88	Ancientpower	Rock	60	100	5
99	Future Sight	Psychic	80	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM47	Steel Wing	Steel	70	90	25
TM50	Overheat	Fire	140	90	5
HM02	Fly	Flying	70	95	15
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

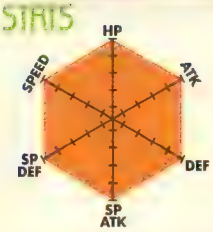
*Battle Frontier tutor move (*Emerald*)

251 Celebi™

GENERAL INFO

SPECIES: Time Travel Pokémon
HEIGHT: 2'00"
WEIGHT: 11 lbs.
ABILITY: Natural Cure
If Celebi is switched out, the Status condition is gone.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Only available via distribution at live events

SAPPHIRE Rarity: None
Only available via distribution at live events

FIRERED Rarity: None
Only available via distribution at live events

LEAFGREEN Rarity: None
Only available via distribution at live events

COLOSSEUM Rarity: None
Only available via distribution at live events

EMERALD Rarity: None
Only available via distribution at live events

XD Rarity: None
Only available via distribution at live events

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leech Seeds	Grass	—	90	10
—	Confusion	Psychic	50	100	25
—	Recover	Normal	—	—	20
—	Heal Bell	Normal	—	—	5
10	Safeguard	Normal	—	—	25
20	Ancient Power	Rock	60	100	5
30	Future Sight	Psychic	80	90	15
40	Baton Pass	Normal	—	—	40
50	Perish Song	Normal	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Metronome
Mimic	Substitute	Swords Dance*

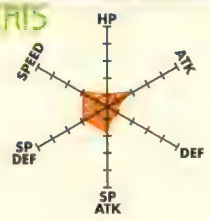
*Battle Frontier tutor move (*Emerald*)

252 Treecko™

GENERAL INFO

SPECIES: Wood Gecko Pokémon
HEIGHT: 1'08"
WEIGHT: 11 lbs.
ABILITY: Overgrow
Treecko's Grass-type attack power is multiplied by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Only One
Starter Pokémon obtained from Prof. Birch on Route 101

SAPPHIRE Rarity: Only One
Starter Pokémon obtained from Prof. Birch on Route 101

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Only One
Starter Pokémon obtained from Prof. Birch on Route 101

XD Rarity: None
Trade from *Ruby/Sapphire*

MOVES

Level	Attack	Type	Power	ACC	PP
—/5	Pound	Normal	40	100	35
—/5	Leer	Normal	—	100	30
6	Absorb	Grass	20	100	20
11	Quick Attack	Normal	40	100	30
16	Pursuit	Dark	40	100	20
21	Screech	Normal	—	85	40
26	Mega Drain	Grass	40	100	10
31	Agility	Psychic	—	—	30
36	Slam	Normal	80	75	20
41	Detect	Fight	—	—	5
46	Giga Drain	Grass	60	100	5

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Mud Sport	Ground	—	100	15
Endeavor	Normal	—	100	5
Crunch	Dark	80	100	15
Leech Seed	Grass	—	90	10
Crush Claw	Normal	75	95	10
Dragonbreath	Dragon	60	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Swords Dance*

***Emerald* Only**

Dynamicpunch	Endure*	Fury Cutter
Mud-Slap*	Sleep Talk	Snore*
Swagger	Swift*	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

253 Grovyle™

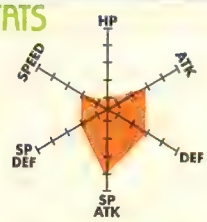
GRASS

GENERAL INFO

SPECIES: Wood Gecko Pokémon
HEIGHT: 2'11"
WEIGHT: 48 lbs.
ABILITY: Overgrow

Grovyle's Grass-type attack power is multiplied by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Treecko

SAPPHIRE Rarity: Evolve
Evolve Treecko

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Treecko

XD Rarity: None
Trade from *Ruby/Sapphire*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Leer	Normal	—	100	30
—/6	Absorb	Grass	20	100	20
—/11	Quick Attack	Normal	40	100	30
16	Fury Cutter	Bug	10	95	20
17	Pursuit	Dark	40	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10

Level	Attack	Type	Power	ACC	PP
23	Screech	Normal	—	85	40
29	Leaf Blade	Grass	70	100	15
35	Agility	Psychic	—	—	30
41	Slam	Normal	80	75	20
47	Detect	Fight	—	—	5
53	False Swipe	Normal	40	100	40

= *Emerald* Only

TM/HM#	Name	Type	Power	ACC	PP
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Swords Dance*

***Emerald* Only**

Dynamicpunch	Endure*	Fury Cutter
Mud-Slap*	Sleep Talk	Snore*
Swagger	Swift*	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

254 Sceptile™

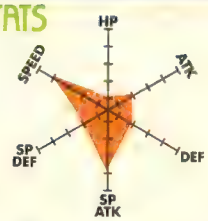
GRASS

GENERAL INFO

SPECIES: Forest Pokémon
HEIGHT: 5'07"
WEIGHT: 115 lbs.
ABILITY: Overgrow

Sceptile's Grass-type attack power is multiplied by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Grovyle

SAPPHIRE Rarity: Evolve
Evolve Grovyle

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Grovyle

XD Rarity: None
Trade from *Ruby/Sapphire*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Leer	Normal	—	100	30
—/6	Absorb	Grass	20	100	20
—/11	Quick Attack	Normal	40	100	30
16	Fury Cutter	Bug	10	95	20
17	Pursuit	Dark	40	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM26	Earthquake	Ground	100	100	10

Level	Attack	Type	Power	ACC	PP
23	Screech	Normal	—	85	40
29	Leaf Blade	Grass	70	100	15
35	Agility	Psychic	—	—	30
43	Slam	Normal	80	75	20
51	Detect	Fight	—	—	5
59	False Swipe	Normal	40	100	40

= *Emerald* Only

TM/HM#	Name	Type	Power	ACC	PP
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Swords Dance*

***Emerald* Only**

Dynamicpunch	Endure*	Fury Cutter
Mud-Slap*	Sleep Talk	Snore*
Swagger	Swift*	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

255 Torchic™

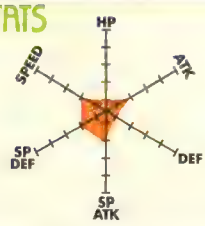
FIRE

GENERAL INFO

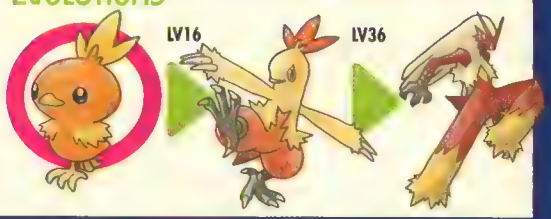
SPECIES: Chick Pokémon
HEIGHT: 1'04"
WEIGHT: 6 lbs.
ABILITY: Blaze

Torchic's Fire-type attack power is multiplied by 1.5 when its HPs get low.

STATS



EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** Only One
Starter Pokémon obtained from Prof. Birch on Route 101

SAPPHIRE **Rarity:** Only One
Starter Pokémon obtained from Prof. Birch on Route 101

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Only One
Starter Pokémon obtained from Prof. Birch on Route 101

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
7	Focus Energy	Normal	—	—	30
10	Ember	Fire	40	100	25
16	Peck	Flying	35	100	35
19	Sand-Attack	Ground	—	100	15
25	Fire Spin	Fire	15	70	15
28	Quick Attack	Normal	40	100	30
34	Slash	Normal	70	100	20
37	Mirror Move	Flying	—	—	20
43	Flamethrower	Fire	95	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Counter	Fighting	—	100	20
Reversal	Fighting	—	100	15
Endure	Normal	—	—	10
Swagger	Normal	—	90	15
Smellingsalt	Normal	60	100	10
Rock Slide	Rock	75	90	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

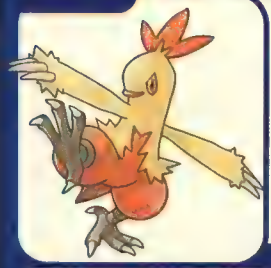
***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

256 Combusken™

FIRE FIGHTING

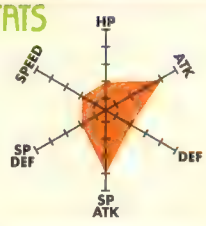


GENERAL INFO

SPECIES: Young Fowl Pokémon
HEIGHT: 2'11"
WEIGHT: 43 lbs.
ABILITY: Blaze

Combusken's Fire-type attack power is multiplied by 1.5 when its HPs get low.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Evolve
Evolve Torchic

SAPPHIRE **Rarity:** Evolve
Evolve Torchic

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Evolve
Evolve Torchic

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
—/7	Focus Energy	Normal	—	—	30
—/13	Ember	Fire	40	100	25
16	Double Kick	Fighting	30	100	30
17	Peck	Flying	35	100	35
21	Sand-Attack	Ground	—	100	15
28	Bulk Up	Fighting	—	—	20
32	Quick Attack	Normal	40	100	30
39	Slash	Normal	70	100	20
43	Mirror Move	Flying	—	—	20
50	Sky Uppercut	Fighting	85	90	15

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Sleep Talk	Snore*
Swagger	Swift*	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

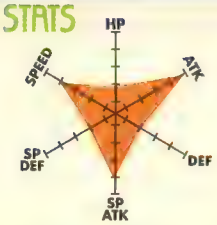
257 Blaziken™

FIRE / FIGHTING

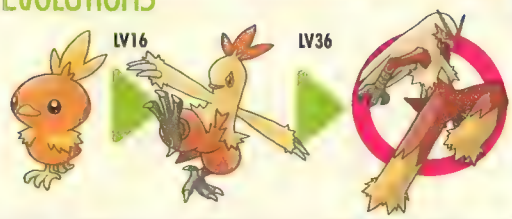
GENERAL INFO

SPECIES: Blaze Pokémon
HEIGHT: 6'03"
WEIGHT: 116 lbs.
ABILITY: Blaze
Blaziken's Fire-type attack power is multiplied when its HPs get low.

STATS



EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** Evolve
Evolve Combusken

SAPPHIRE **Rarity:** Evolve
Evolve Combusken

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Evolve
Evolve Combusken

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Fire Punch	Fire	75	100	15
—	Scratch	Normal	40	100	35
—	Growl	Normal	—	100	40
—/7	Focus Energy	Normal	—	—	30
—/13	Ember	Fire	40	100	25
16	Double Kick	Fighting	30	100	30
17	Peck	Flying	35	100	35
21	Sand-Attack	Ground	—	100	15
28	Bulk Up	Fight	—	—	10
32	Quick Attack	Normal	40	100	30
36	Blaze Kick	Fire	85	90	10
42	Slash	Normal	70	100	20
49	Mirror Move	Flying	—	—	20
59	Sky Uppercut	Fighting	85	90	15

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

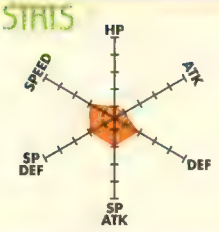
258 Mudkip™

WATER

GENERAL INFO

SPECIES: Mud Fish Pokémon
HEIGHT: 1'04"
WEIGHT: 17 lbs.
ABILITY: Torrent
When Mudkip's HPs fall below 1/3, its Water-type attack power increases 1.5 times.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Only One
Starter Pokémon obtained from Prof. Birch on Route 101

SAPPHIRE **Rarity:** Only One
Starter Pokémon obtained from Prof. Birch on Route 101

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Only One
Starter Pokémon obtained from Prof. Birch on Route 101

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
6	Mud-Slap	Ground	20	100	10
10	Water Gun	Water	40	100	25
15	Bide	Normal	—	100	10
19	Foresight	Normal	—	100	40
24	Mud Sport	Ground	—	100	15
28	Take Down	Normal	90	85	20
33	Whirlpool	Water	15	70	15
37	Protect	Normal	—	—	10
42	Hydro Pump	Water	120	80	5
46	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Refresh	Normal	—	100	20
Uproar	Normal	50	100	10
Curse	—	—	—	10
Stomp	Normal	65	100	20
Ice Ball	Ice	30	90	20
Mirror Coat	Psychic	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

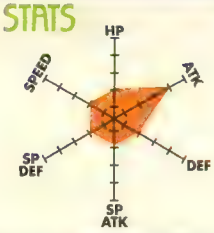
259 Marshtomp™

WATER GROUND

GENERAL INFO

SPECIES: Mud Fish Pokémon
HEIGHT: 2'04"
WEIGHT: 63 lbs.
ABILITY: Torrent
When Marshtomp's HPs fall below 1/3, its Water-type attack power increases 1.5 times.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Mudkip

SAPPHIRE Rarity: Evolve
Evolve Mudkip

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Mudkip

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Mud-Slap	Ground	20	100	10
—	Water Gun	Water	40	100	25
15	Bide	Normal	—	100	10
16	Mud Shot	Ground	55	95	15
20	Foresight	Normal	—	100	40
25	Mud Sport	Ground	—	100	15
31	Take Down	Normal	90	85	20
37	Muddy Water	Water	95	85	10
42	Protect	Normal	—	—	10
46	Earthquake	Ground	100	100	10
53	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Ice Punch*	Icy Wind*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

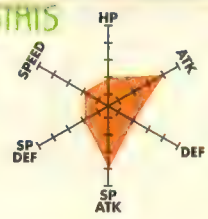
260 Swampert™

WATER GROUND

GENERAL INFO

SPECIES: Mud Fish Pokémon
HEIGHT: 4'11"
WEIGHT: 181 lbs.
ABILITY: Torrent
When Swampert's HPs fall below 1/3, its Water-type attack power increases 1.5 times.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Marshtomp

SAPPHIRE Rarity: Evolve
Evolve Marshtomp

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Marshtomp

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—	Mud-Slap	Ground	20	100	10
—	Water Gun	Water	40	100	25
15	Bide	Normal	—	100	10
16	Mud Shot	Ground	55	95	15
20	Foresight	Normal	—	100	40
25	Mud Sport	Ground	—	100	15
31	Take Down	Normal	90	85	20
39	Muddy Water	Water	95	85	10
46	Protect	Normal	—	—	10
52	Earthquake	Ground	100	100	10
61	Endeavor	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Icy Wind*	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

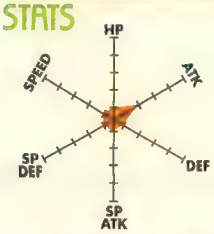
261 Poochyena™

DARK

GENERAL INFO

SPECIES: Bite Pokémon
HEIGHT: 1'08"
WEIGHT: 30 lbs.
ABILITY: Run Away
Poochyena can flee from wild Pokémon.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Common
Route 103

SAPPHIRE **Rarity:** Common
Route 103

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Common
Routes 101–104, 110, 116, 117, 120, 121, 123, Petalburg Woods

XD **Rarity:** Only One
Gateon Port (Capture from Bodybuilder Kilen)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
5	Howl	Normal	—	—	40
9	Sand-Attack	Ground	—	100	15
13	Bite	Dark	60	100	25
17	Odor Sleuth	Normal	—	100	40
21	Roar	Normal	—	100	20
25	Swagger	Normal	—	90	15
29	Scary Face	Normal	—	90	10
33	Take Down	Normal	90	85	20
37	Taunt	Dark	—	100	20
41	Crunch	Dark	80	100	15
45	Thief	Dark	40	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Astonish	Ghost	30	100	15
Poison Fang	Poison	50	100	15
Covet	Normal	40	100	40
Leer	Normal	—	100	30
Yawn	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

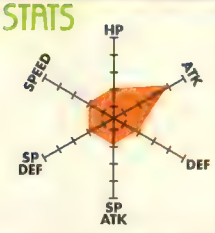
262 Mightyena™

DARK

GENERAL INFO

SPECIES: Bite Pokémon
HEIGHT: 3'03"
WEIGHT: 82 lbs.
ABILITY: Intimidate
Lowers the opponent's Attack by one point at the start of a battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Evolve
Evolve Poochyena

SAPPHIRE **Rarity:** Evolve
Evolve Poochyena

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Rare
Evolve Poochyena, Routes 120, 121, 123

XD **Rarity:** Evolve
Evolve Poochyena

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Howl	Normal	—	—	40
—	Sand-Attack	Ground	—	100	15
—	Bite	Dark	60	100	25
17	Odor Sleuth	Normal	—	100	40
22	Roar	Normal	—	100	20
27	Swagger	Normal	—	90	15
32	Scary Face	Normal	—	90	10
37	Take Down	Normal	90	85	20
42	Taunt	Dark	—	100	20
47	Crunch	Dark	80	100	15
52	Thief	Dark	40	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger

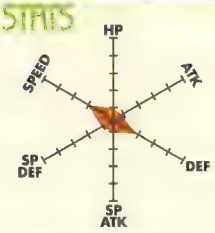
*Battle Frontier tutor move (*Emerald*)

263 Zigzagoon™

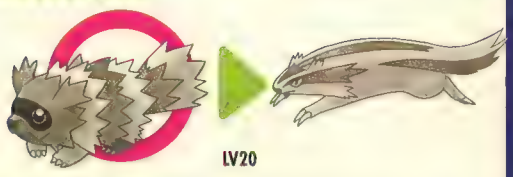
GENERAL INFO

SPECIES: Tinyraccoon Pokémon
HEIGHT: 1'04"
WEIGHT: 39 lbs.
ABILITY: Pickup
Zigzagoon may find an item at the end of the battle.

STATS



EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** Common
Routes 101, 102, 103, 104, 110

SAPPHIRE **Rarity:** Common
Routes 101, 102, 103, 104, 110

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Common
Routes 101, 102, 103, 118, 119

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
5	Tail Whip	Normal	—	100	30
9	Headbutt	Normal	70	100	15
13	Sand-Attack	Ground	—	100	15
17	Odor Sleuth	Normal	—	100	40
21	Mud Sport	Ground	—	100	15
25	Pin Missile	Bug	14	85	20
29	Covet	Normal	40	100	40
33	Flail	Normal	—	100	15
37	Rest	Psychic	—	—	10
41	Belly Drum	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Charm	Normal	—	100	20
Pursuit	Dark	40	100	20
Substitute	Normal	—	—	10
Tickle	Normal	—	100	20
Trick	Psychic	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Endure*	Fury Cutter
Icy Wind*	Mud-Slap*	Psych Up*
Rollout	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

264 Linoone™

GENERAL INFO

SPECIES: Rushing Pokémon
HEIGHT: 1'08"
WEIGHT: 72 lbs.
ABILITY: Pickup
Linoone may find an item at the end of the battle.

STATS

EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Rare
Evolve Zigzagoon, Routes 118, 119, 120, 121, 123

SAPPHIRE **Rarity:** Rare
Evolve Zigzagoon, Routes 118, 119, 120, 121, 123

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD **Rarity:** Rare
Evolve Zigzagoon, Routes 118, 119

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Growl	Normal	—	100	40
—/5	Tail Whip	Normal	—	100	30
—/9	Headbutt	Normal	70	100	15
13	Sand-Attack	Ground	—	100	15
17	Odor Sleuth	Normal	—	100	40
23	Mud Sport	Ground	—	100	15
29	Fury Swipes	Normal	18	80	15
35	Covet	Normal	40	100	40
41	Slash	Normal	70	100	20
47	Rest	Psychic	—	—	10
53	Belly Drum	Normal	—	—	10

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

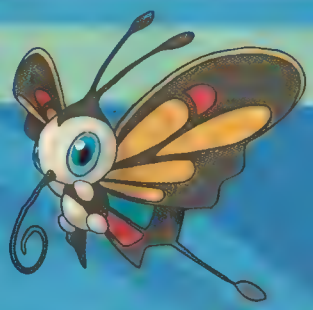
***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Endure*	Fury Cutter
Icy Wind*	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)



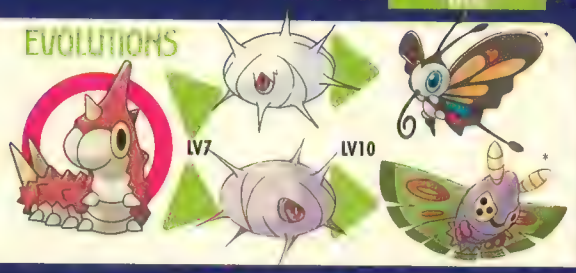
265 Wurmple™

GENERAL INFO

SPECIES: Worm Pokémon
HEIGHT: 1'00"
WEIGHT: 8 lbs.
ABILITY: Shield Dust
Protects Wurmple from any additional effects of moves.

STATS

EVOLUTIONS



LOCATION(S):

RUBY Rarity: Common
Route 101, Route 102, Route 104, Petalburg Woods

SAPPHIRE Rarity: Common
Route 101, Route 102, Route 104, Petalburg Woods

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Common
Route 101, Route 102, Route 104, Petalburg Woods

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	String Shot	Bug	—	95	40
5	Poison Sting	Poison	15	100	35

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

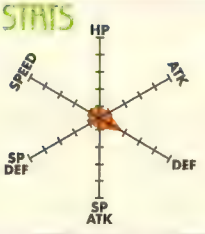
FireRed/LeafGreen and *Emerald* Only
None

266 Silcoon™

GENERAL INFO

SPECIES: Cocoon Pokémon
HEIGHT: 2'00"
WEIGHT: 22 lbs.
ABILITY: Shed Skin
Every turn, Silcoon has a 1/3 chance of recovering from a status condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Evolve Wurmple, Petalburg Woods

SAPPHIRE Rarity: Rare
Evolve Wurmple, Petalburg Woods

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Rare
Evolve Wurmple, Petalburg Woods

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—/7	Harden	Normal	—	—	30

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only
None

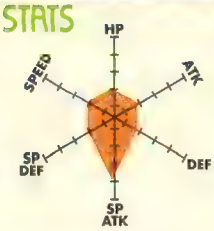
267 Beautifly™

BUG FLYING

GENERAL INFO

SPECIES: Butterfly Pokémon
HEIGHT: 3'03"
WEIGHT: 63 lbs.
ABILITY: Swarm
When Beautifly's HPs fall below 1/3, the power of its Bug-type moves increases 1.5 times.

STATS



EVOLUTIONS

* Evolution Depends on Gender and Personality

LOCATION(S):

RUBY Rarity: Evolve
Evolve Silcoon

SAPPHIRE Rarity: Evolve
Evolve Silcoon

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Silcoon

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—/10	Absorb	Grass	20	100	20
13	Gust	Flying	40	100	35
17	Stun Spore	Grass	—	75	30
20	Morning Sun	Normal	—	—	5
24	Mega Drain	Grass	40	100	10
27	Whirlwind	Normal	—	100	20
31	Attract	Normal	—	100	15
34	Silver Wind	Bug	60	100	5
38	Giga Drain	Grass	60	100	5

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger	Swift*	

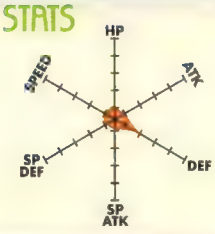
*Battle Frontier tutor move (*Emerald*)

268 Cascoon™

GENERAL INFO

SPECIES: Cocoon Pokémon
HEIGHT: 2'04"
WEIGHT: 25 lbs.
ABILITY: Shed Skin
Every turn, Cascoon has a 1/3 chance of recovering from a status condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Evolve Wurmple, Petalburg Woods

SAPPHIRE Rarity: Rare
Evolve Wurmple, Petalburg Woods

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Rare
Evolve Wurmple, Petalburg Woods

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—/1	Harden	Normal	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

= *Emerald* Only

MOVE TUTOR

***FireRed*/*LeafGreen* and *Emerald* Only**

None

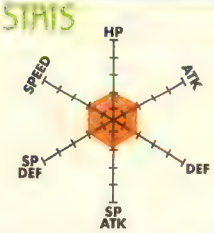
269 Dustox™

BUG / POISON

GENERAL INFO

SPECIES: Poison Moth Pokémon
HEIGHT: 3'11"
WEIGHT: 70 lbs.
ABILITY: Shield Dust
Protects Dustox from any additional effects of moves.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Cascoon

SAPPHIRE Rarity: Evolve
Evolve Cascoon

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Cascoon

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—/10	Confusion	Psychic	50	100	25
13	Gust	Flying	40	100	35
17	Protect	Normal	—	—	10
20	Moonlight	Normal	—	—	5
24	Psybeam	Psychic	65	100	20
27	Whirlwind	Normal	—	100	20
31	Light Screen	Psychic	—	—	30
34	Silver Wind	Bug	60	100	5
38	Toxic	Poison	—	85	10

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

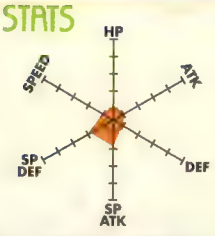
270 Lotad™

WATER / GRASS

GENERAL INFO

SPECIES: Water Weed Pokémon
HEIGHT: 1'08"
WEIGHT: 6 lbs.
ABILITY 1: Swift Swim
Doubles Lotad's Speed when it is raining.
ABILITY 2: Rain Dish
Restores a few HPs every turn that it is raining.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: None
Trade from *Sapphire*

SAPPHIRE Rarity: Common
Route 102, Route 114

FIRERED Rarity: None
Trade from *Sapphire*

LEAFGREEN Rarity: None
Trade from *Sapphire*

COLOSSEUM Rarity: None
Trade from *Sapphire*

EMERALD Rarity: Common
Route 102, Route 114

XD Rarity: None
Trade from *Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Astonish	Ghost	30	100	15
3	Growl	Normal	—	100	40
7	Absorb	Grass	20	100	20
13	Nature Power	Normal	—	95	20
21	Mist	Ice	—	—	30
31	Rain Dance	Water	—	—	5
43	Mega Drain	Grass	40	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Synthesis	Grass	—	—	5
Razor Leaf	Grass	55	95	25
Sweet Scent	Normal	—	100	20
Leech Seed	Grass	—	90	10
Flail	Normal	—	100	15
Water Gun	Water	40	100	25

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

***Emerald* Only**

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

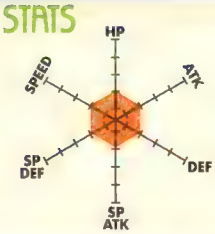
271 Lombre™

WATER GRASS

GENERAL INFO

SPECIES: Jolly Pokémon
HEIGHT: 3'11"
WEIGHT: 72 lbs.
ABILITY 1: Swift Swim — *Doubles Lombre's Speed when it is raining.*
ABILITY 2: Rain Dish — *Restores a few HPs every turn that it is raining.*

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** None
Trade from *Sapphire*

SAPPHIRE — **Rarity:** Rare
Route 114

FIRERED — **Rarity:** None
Trade from *Sapphire*

LEAFGREEN — **Rarity:** None
Trade from *Sapphire*

COLOSSEUM — **Rarity:** None
Trade from *Sapphire*

EMERALD — **Rarity:** Rare
Evolve Lotad, Route 114

XD — **Rarity:** None
Trade from *Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Astonish	Ghost	30	100	15
3	Growl	Normal	—	100	40
7	Absorb	Grass	20	100	20
13	Nature Power	Normal	—	95	20
19	Fake Out	Normal	40	100	10
25	Fury Swipes	Normal	18	80	15
31	Water Sport	Water	—	100	15
37	Thief	Dark	40	100	10
43	Uproar	Normal	50	100	10
49	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

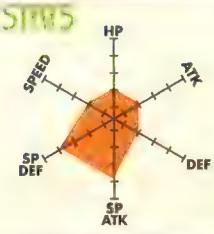
272 Ludicolo™

WATER GRASS

GENERAL INFO

SPECIES: Carefree Pokémon
HEIGHT: 4'11"
WEIGHT: 121 lbs.
ABILITY 1: Swift Swim — *Doubles Ludicolo's Speed when it is raining.*
ABILITY 2: Rain Dish — *Restores a few HPs every turn that it is raining.*

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** None
Trade from *Sapphire*

SAPPHIRE — **Rarity:** Evolve
Evolve Lombre

FIRERED — **Rarity:** None
Trade from *Sapphire*

LEAFGREEN — **Rarity:** None
Trade from *Sapphire*

COLOSSEUM — **Rarity:** None
Trade from *Sapphire*

EMERALD — **Rarity:** Evolve
Evolve Lombre

XD — **Rarity:** None
Trade from *Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Astonish	Ghost	30	100	15
—	Growl	Normal	—	100	40
—	Absorb	Grass	20	100	20
—	Nature Power	Normal	—	95	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Metronome
Mimic	Seismic Toss*	Substitute
Swords Dance*		

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Metronome
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

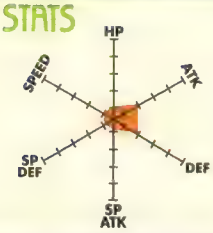
273 Seedot™

GRASS

GENERAL INFO

SPECIES: Acorn Pokémon
HEIGHT: 1'08"
WEIGHT: 9 lbs.
ABILITY 1: Chlorophyll
Doubles Seedot's Speed when the sunlight is strong.
ABILITY 2: Early Bird
Seedot recovers from Sleep earlier.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Route 102, Route 114

SAPPHIRE — **Rarity:** None
Trade from *Ruby*

FIRERED — **Rarity:** None
Trade from *Ruby*

LEAFGREEN — **Rarity:** None
Trade from *Ruby*

COLOSSEUM — **Rarity:** None
Trade from *Ruby*

EMERALD — **Rarity:** Rare
Routes 102, 117, 120, Rustboro City

XD — **Rarity:** Only One
Cipher Lab (Capture from Cipher Peon Greesix)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bide	Normal	—	100	10
—	Pound*	Normal	40	100	35
3	Harden	Normal	—	—	30
7	Growth	Normal	—	—	40
13	Nature Power	Normal	—	95	20
21	Synthesis	Grass	—	—	5
31	Sunny Day	Fire	—	—	5
43	Explosion	Normal	250	100	5

* = *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Leech Seed	Grass	—	90	10
Amnesia	Psychic	—	—	20
Quick Attack	Normal	40	100	30
Razor Wind	Normal	80	100	10
Take Down	Normal	90	85	20
False Swipe	Normal	40	100	40

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mimic	Substitute	Swords Dance*

***Emerald* Only**

Defense Curl*	Endure*	Rollout
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

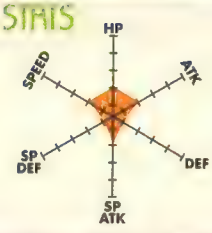
274 Nuzleaf™

GRASS DARK

GENERAL INFO

SPECIES: Wily Pokémon
HEIGHT: 3'03"
WEIGHT: 62 lbs.
ABILITY 1: Chlorophyll
Doubles Nuzleaf's Speed when the sunlight is strong.
ABILITY 2: Early Bird
Nuzleaf recovers from Sleep earlier.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Rare
Route 114

SAPPHIRE — **Rarity:** None
Trade from *Ruby*

FIRERED — **Rarity:** None
Trade from *Ruby*

LEAFGREEN — **Rarity:** None
Trade from *Ruby*

COLOSSEUM — **Rarity:** None
Trade from *Ruby*

EMERALD — **Rarity:** Rare
Evolve Seedot, Route 114

XD — **Rarity:** Evolve
Evolve Seedot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bide*	Normal	—	100	10
—	Pound	Normal	40	100	35
—/3	Harden	Normal	—	—	30
—/7	Growth	Normal	—	—	40
—/13	Nature Power	Normal	—	95	20
19	Fake Out	Normal	40	100	10
25	Torment	Dark	—	100	15
31	Faint Attack	Dark	60	—	20
37	Razor Wind	Normal	80	100	10
43	Swagger	Normal	—	90	15
49	Extrasensory	Psychic	80	100	30

= *Emerald* Only * Not Available in *Emerald*

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Punch	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mega Kick*	Mimic	Substitute
Swords Dance*		

***Emerald* Only**

Defense Curl*	Endure*	Fury Cutter
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

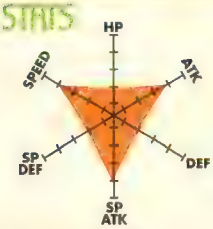
275 Shiftry™

GRASS DARK

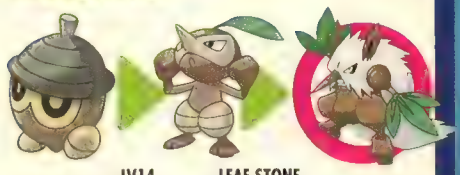
GENERAL INFO

SPECIES: Wicked Pokémon
HEIGHT: 4'03"
WEIGHT: 131 lbs.
ABILITY 1: Chlorophyll
Doubles Shiftry's Speed when the sunlight is strong.
ABILITY 2: Early Bird
Shiftry recovers from Sleep earlier.

STATS



EVOLUTIONS



LV14 LEAF STONE

LOCATION(S):

RUBY Rarity: Evolve
Evolve Nuzleaf

SAPPHIRE Rarity: None
Trade from *Ruby*

FIRERED Rarity: None
Trade from *Ruby*

LEAFGREEN Rarity: None
Trade from *Ruby*

COLOSSEUM Rarity: None
Trade from *Ruby*

EMERALD Rarity: Evolve
Evolve Nuzleaf

XD Rarity: Evolve
Evolve Nuzleaf

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Harden	Normal	—	—	30
—	Growth	Normal	—	—	40
—	Nature Power	Normal	—	95	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mega Kick*	Mimic	Substitute
Swords Dance*		

***Emerald* Only**

Defense Curl*	Endure*	Fury Cutter
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

276 Taillow™

FLYING

GENERAL INFO

SPECIES: Tinyswallow Pokémon
HEIGHT: 1'00"
WEIGHT: 5 lbs.
ABILITY: Guts
Taillow's attack power increases 1.5 times when inflicted with a status condition.

STATS

EVOLUTIONS

LV22

LOCATION(S):

RUBY Rarity: Common
Route 104, Route 115, Route 116, Petalburg Woods

SAPPHIRE Rarity: Common
Route 104, Route 115, Route 116, Petalburg Woods

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Route 104, Route 115, Route 116, Petalburg Woods

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
4	Focus Energy	Normal	—	—	30
8	Quick Attack	Normal	40	100	30
13	Wing Attack	Flying	60	100	35
19	Double Team	Normal	—	—	15
26	Endeavor	Normal	—	100	5
34	Aerial Ace	Flying	60	—	20
43	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Pursuit	Dark	40	100	20
Supersonic	Normal	—	55	20
Refresh	Normal	—	100	20
Mirror Move	Flying	—	—	20
Rage	Normal	20	100	20
Sky Attack	Flying	140	90	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Counter*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

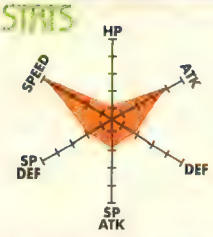
277 Swellow™

NORMAL FLYING

GENERAL INFO

SPECIES: Swallow Pokémon
HEIGHT: 2'04"
WEIGHT: 44 lbs.
ABILITY: Guts
Swellow's attack power increases 1.5 times when inflicted with a status condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Evolve Taillow, Route 115

SAPPHIRE Rarity: Rare
Evolve Taillow, Route 115

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Evolve Taillow, Route 115

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Ardos)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
—/4	Focus Energy	Normal	—	—	30
—/8	Quick Attack	Normal	40	100	30
13	Wing Attack	Flying	60	100	35
19	Double Team	Normal	—	—	15
28	Endeavor	Normal	—	100	5
38	Aerial Ace	Flying	60	—	20
49	Agility	Psychic	—	—	30

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Counter* | Double-Edge | Mimic | Substitute

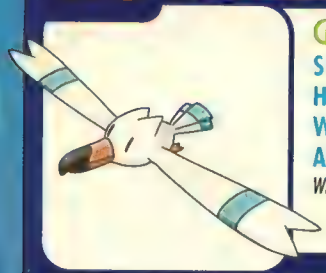
***Emerald* Only**

Endure* | Mud-Slap* | Sleep Talk | Snore* | Swagger | Swift*

*Battle Frontier tutor move (*Emerald*)

278 Wingull™

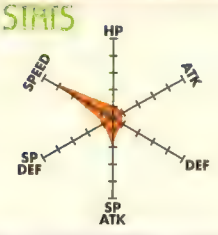
WATER FLYING



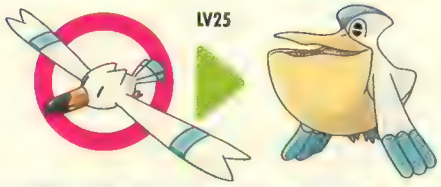
GENERAL INFO

SPECIES: Seagull Pokémon
HEIGHT: 2'00"
WEIGHT: 21 lbs.
ABILITY: Keen Eye
Wingull's Accuracy cannot be lowered.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Common
Route 103, Route 104, Route 115, All Water Routes

SAPPHIRE Rarity: Common
Route 103, Route 104, Route 115, All Water Routes

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Routes 103–110, 115, 118, 119, 121–134, Dewford Town, Ever Grande City, Lilycove City, Mossdeep City, Mt. Pyre, Pacifidlog Town, Slateport City

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Water Gun	Water	40	100	25
7	Supersonic	Normal	—	55	20
13	Wing Attack	Flying	60	100	35
21	Mist	Ice	—	—	30
31	Quick Attack	Normal	40	100	30
43	Pursuit	Dark	40	100	20
55	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Twister	Dragon	40	100	20
Water Sport	Water	—	100	15
Mist	Ice	—	—	30
Agility	Psychic	—	—	30
Whirlwind	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge | Mimic | Substitute

***Emerald* Only**

Endure* | Icy Wind* | Mud-Slap* | Sleep Talk | Snore* | Swagger | Swift*

*Battle Frontier tutor move (*Emerald*)

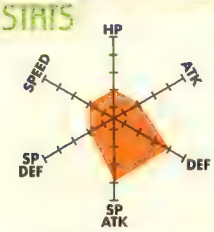
279 Pelipper™

WATER FLYING

GENERAL INFO

SPECIES: Water Bird Pokémon
HEIGHT: 3'11"
WEIGHT: 62 lbs.
ABILITY: Keen Eye
Pelipper's Accuracy cannot be lowered.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Evolve Wingull, Route 103, Route 104, Route 115, All Water Routes

SAPPHIRE Rarity: Rare
Evolve Wingull, Route 103, Route 104, Route 115, All Water Routes

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Evolve Wingull, Routes 103–110, 115, 118, 119, 121–134, Dewford Town, Ever Grande City,Lilycove City, Mossdeep City, Mt. Pyre, Pacifidlog Town, Slateport City

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—/3	Water Gun	Water	40	100	25
—	Water Spout	Water	150	100	5
—	Water Sport*	Water	150	100	5
—/7	Supersonic	Normal	—	55	20
—/13	Wing Attack	Flying	60	100	35
21	Mist	Ice	—	—	30
25	Protect	Normal	—	—	10
33	Stockpile	Normal	—	—	10
33	Swallow	Normal	—	—	10
47	Spit Up	Normal	100	100	10
61	Hydro Pump	Water	120	80	5

= *Emerald* Only * *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM03	Surf	Water	95	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

280 Ralts™

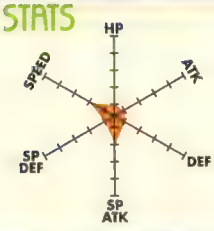
PSYCHIC

GENERAL INFO

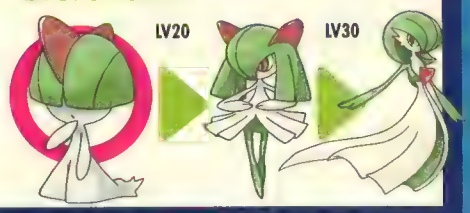
SPECIES: Feeling Pokémon
HEIGHT: 1'04"
WEIGHT: 15 lbs.
ABILITY 1: Synchronize
Shares Ralts's Poison, Paralyze, or Burn condition with the opponent Pokémon.

ABILITY 2: Trace
Ralts's ability becomes the same as the opponent's.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Route 102

SAPPHIRE Rarity: Rare
Route 102

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Route 102

XD Rarity: Only One
Pyrite Town (Capture from Cipher Peon Feldas)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
6	Confusion	Psychic	50	100	25
11	Double Team	Normal	—	—	15
16	Teleport	Psychic	—	—	20
21	Calm Mind	Psychic	—	—	20
26	Psychic	Psychic	90	100	10
31	Imprison	Psychic	—	100	15
36	Future Sight	Psychic	80	90	15
41	Hypnosis	Psychic	—	60	20
46	Dream Eater	Psychic	100	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Disable	Normal	—	55	20
Will-O-Wisp	Fire	—	75	15
Mean Look	Normal	—	100	5
Memento	Dark	—	100	10
Destiny Bond	Ghost	—	—	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Swords Dance*

***Emerald* Only**

Defense Curl*	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

281 Kirlia™

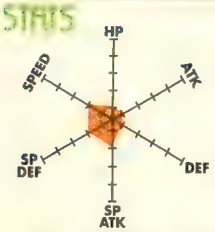
PSYCHIC

GENERAL INFO

SPECIES: Emotion Pokémon
HEIGHT: 2'07"
WEIGHT: 45 lbs.
ABILITY 1: Synchronize
Shares Kirlia's Poison, Paralyze, or Burn condition with the opponent Pokémon.

ABILITY 2: Trace
Kirlia's ability becomes the same as the opponent's.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Ralts

SAPPHIRE Rarity: Evolve
Evolve Ralts

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Ralts

XD Rarity: Evolve
Evolve Ralts

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—/6	Confusion	Psychic	50	100	25
—/11	Double Team	Normal	—	—	15
—/16	Teleport	Psychic	—	—	20
—	Magical Leaf	Grass	60	—	20
21	Calm Mind	Psychic	—	—	20
26	Psychic	Psychic	90	100	10
33	Imprison	Psychic	—	100	15
40	Future Sight	Psychic	80	90	15
47	Hypnosis	Psychic	—	60	20
54	Dream Eater	Psychic	100	100	15

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

282 Gardevoir™

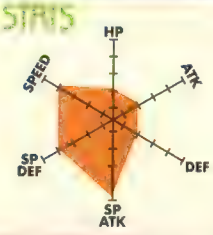
PSYCHIC

GENERAL INFO

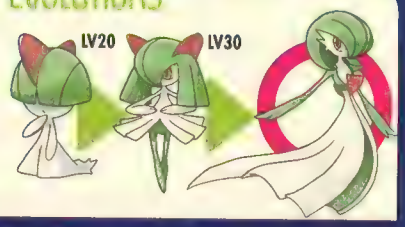
SPECIES: Embrace Pokémon
HEIGHT: 5'03"
WEIGHT: 107 lbs.
ABILITY 1: Synchronize
Shares Gardevoir's Poison, Paralyze, or Burn condition with the opponent Pokémon.

ABILITY 2: Trace
Gardevoir's ability becomes the same as the opponent's.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: Evolve
Evolve Kirlia

SAPPHIRE Rarity: Evolve
Evolve Kirlia

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Kirlia

XD Rarity: Evolve
Evolve Kirlia

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—/6	Confusion	Psychic	50	100	25
—/11	Double Team	Normal	—	—	15
—/13	Teleport	Psychic	—	—	20
21	Calm Mind	Psychic	—	—	20
26	Psychic	Psychic	90	100	10
33	Imprison	Psychic	—	100	15
42	Future Sight	Psychic	80	90	15
51	Hypnosis	Psychic	—	60	20
60	Dream Eater	Psychic	100	100	15

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

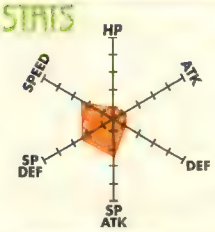
283 Surskit™

BUG WATER

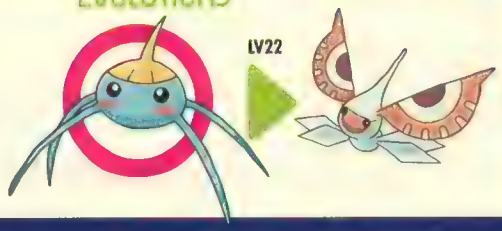
GENERAL INFO

SPECIES: Pond Skater Pokémon
HEIGHT: 1'08"
WEIGHT: 4 lbs.
ABILITY: Swift Swim
Doubles Surskit's Speed when it is raining.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Routes 102, 111, 114, 117, 120

SAPPHIRE Rarity: Rare
Routes 102, 111, 114, 117, 120

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: None
Trade from *Ruby/Sapphire*

XD Rarity: Rare
Oasis Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
7	Quick Attack	Normal	40	100	30
13	Sweet Scent	Normal	—	100	20
19	Water Sport	Water	—	100	15
25	Bubblebeam	Water	65	100	20
31	Agility	Psychic	—	—	30
37	Mist	Ice	—	—	30
37	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Foresight	Normal	—	100	40
Mud Shot	Ground	55	95	15
Psybeam	Psychic	65	100	20
Hydro Pump	Water	120	80	5
Mind Reader	Normal	—	100	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

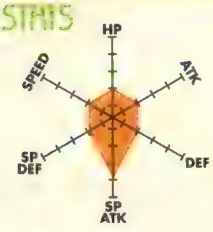
284 Masquerain™

BUG FLYING

GENERAL INFO

SPECIES: Eyeball Pokémon
HEIGHT: 2'07"
WEIGHT: 8 lbs.
ABILITY: Intimidate
Lowers the opponent's Attack by one point at the start of a battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Surskit

SAPPHIRE Rarity: Evolve
Evolve Surskit

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: None
Trade from *Ruby/Sapphire*

XD Rarity: Evolve
Evolve Surskit

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
—/7	Quick Attack	Normal	40	100	30
—/13	Sweet Scent	Normal	—	100	20
—/19	Water Sport	Water	—	100	15
26	Gust	Flying	40	100	35
33	Scary Face	Normal	—	90	10
40	Stun Spore	Grass	—	75	30
47	Silver Wind	Bug	60	100	5
53	Whirlwind	Normal	—	100	20

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

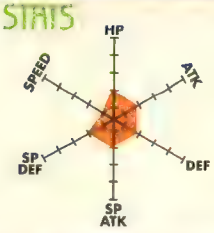
285 Shroomish™

GRASS

GENERAL INFO

SPECIES: Mushroom Pokémon
HEIGHT: 1'04"
WEIGHT: 10 lbs.
ABILITY: Effect Spore
If physically attacked, Shroomish has a 10% chance of inflicting Paralysis, Poison, or Sleep on its opponent.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Petalburg Woods

SAPPHIRE Rarity: Rare
Petalburg Woods

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Common
Petalburg Woods

XD Rarity: Only One
Cipher Lab (Capture from Cipher R&D Klots)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
4	Tackle	Normal	35	95	35
7	Stun Spore	Grass	—	75	30
10	Leech Seed	Grass	—	90	10
16	Mega Drain	Grass	40	100	10
22	Headbutt	Normal	70	100	15
28	Poisonpowder	Poison	—	75	35
36	Growth	Normal	—	—	40
45	Giga Drain	Grass	60	100	5
54	Spore	Grass	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Fake Tears	Dark	—	100	20
Swagger	Normal	—	90	15
Charm	Normal	—	100	20
False Swipe	Normal	40	100	40
Helping Hand	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

***Emerald* Only**

Endure*	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

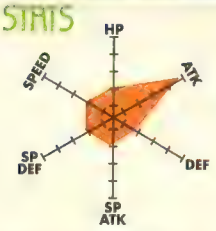
286 Breloom™

GRASS FIGHTING

GENERAL INFO

SPECIES: Mushroom Pokémon
HEIGHT: 3'11"
WEIGHT: 86 lbs.
ABILITY: Effect Spore
If physically attacked, Breloom has a 10% chance of inflicting Paralysis, Poison, or Sleep on its opponent.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Shroomish

SAPPHIRE Rarity: Evolve
Evolve Shroomish

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: Evolve
Evolve Shroomish

XD Rarity: Evolve
Evolve Shroomish

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
—/4	Tackle	Normal	35	95	35
—/7	Stun Spore	Grass	—	75	30
—/10	Leech Seed	Grass	—	90	10
16	Mega Drain	Grass	40	100	10
22	Headbutt	Normal	70	100	15
23	Mach Punch	Fighting	40	100	30
28	Counter	Fighting	—	100	20
36	Sky Uppercut	Fighting	85	90	15
45	Mind Reader	Normal	—	100	5
54	Dynamicpunch	Fighting	100	50	5

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Swords Dance*

***Emerald* Only**

Dynamicpunch	Endure*	Fury Cutter
Mud-Slap*	Sleep Talk	Snore*
Swagger		

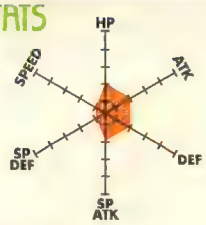
*Battle Frontier tutor move (*Emerald*)

287 Slakoth™

GENERAL INFO

SPECIES: Slacker Pokémon
HEIGHT: 2'07"
WEIGHT: 53 lbs.
ABILITY: Truant
Can only attack every other turn.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Rare
Petalburg Woods

SAPPHIRE — **Rarity:** Rare
Petalburg Woods

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Petalburg Woods

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Yawn	Normal	—	100	10
7	Encore	Normal	—	100	5
13	Slack Off	Normal	—	100	10
19	Faint Attack	Dark	60	—	20
25	Amnesia	Psychic	—	—	20
31	Covet	Normal	40	100	40
37	Counter	Fighting	—	100	20
43	Flail	Normal	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Pursuit	Dark	40	100	20
Slash	Normal	70	100	20
Body Slam	Normal	85	100	15
Snore	Normal	40	100	15
Crush Claw	Normal	75	95	10
Curse	—	—	—	10
Sleep Talk	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Ice Punch*	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

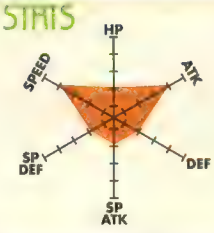
*Battle Frontier tutor move (*Emerald*)

288 Vigoroth™

GENERAL INFO

SPECIES: Wild Monkey Pokémon
HEIGHT: 4'07"
WEIGHT: 103 lbs.
ABILITY: Vital Spirit
Vigoroth cannot be put to Sleep.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Slakoth

SAPPHIRE — **Rarity:** Evolve
Evolve Slakoth

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Slakoth

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Focus Energy	Normal	—	—	30
—/3	Uproar	Normal	50	100	10
—/7	Encore	Normal	—	100	5
19	Fury Swipes	Normal	18	80	15
25	Endure	Normal	—	—	10
31	Slash	Normal	70	100	20
37	Counter	Fighting	—	100	20
43	Focus Punch	Fighting	150	100	20
49	Reversal	Fighting	—	100	15

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Punch	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Ice Punch*	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

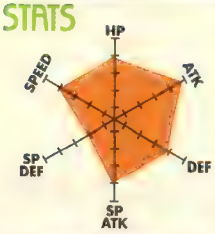
289 Slaking™

NORMAL

GENERAL INFO

SPECIES: Lazy Pokémon
HEIGHT: 6'07"
WEIGHT: 288 lbs.
ABILITY: Truant
Slaking can only attack every other turn.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Vigoroth

SAPPHIRE Rarity: Evolve
Evolve Vigoroth

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Vigoroth

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Yawn	Normal	—	100	10
—/1	Encore	Normal	—	100	5
—/13	Slack Off	Normal	—	100	10
19	Faint Attack	Dark	60	—	20
25	Amnesia	Psychic	—	—	20
31	Covet	Normal	40	100	40
36	Swagger	Normal	—	90	15
37	Counter	Fighting	—	100	20
43	Flail	Normal	—	100	15

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Substitute	Swords Dance*

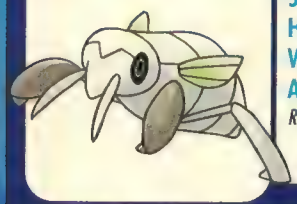
***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Ice Punch*	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

290 Nincada™

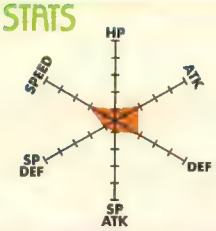
BUG GROUND



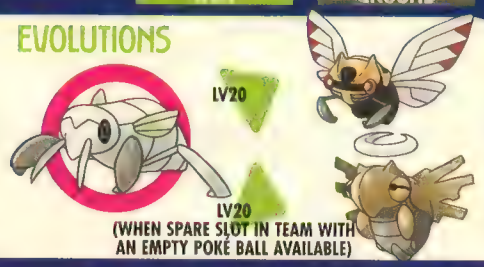
GENERAL INFO

SPECIES: Trainee Pokémon
HEIGHT: 1'08"
WEIGHT: 12 lbs.
ABILITY: Compoundeyes
Raises Nincada's Accuracy 30% in battle.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Route 116

SAPPHIRE Rarity: Rare
Route 116

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Route 116

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Harden	Normal	—	—	30
5	Leech Life	Bug	20	100	15
9	Sand-Attack	Ground	—	100	15
14	Fury Swipes	Normal	18	80	15
19	Mind Reader	Normal	—	100	5
25	False Swipe	Normal	40	100	40
31	Mud-Slap	Ground	20	100	10
38	Metal Claw	Steel	50	95	35
45	Dig	Ground	60	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Endure	Normal	—	—	10
Faint Attack	Dark	60	—	20
Silver Wind	Bug	60	100	5
Whirlwind	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Fury Cutter	Mud-Slap*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

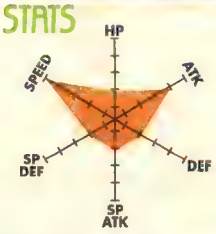
291 Ninjask™

BUG FLYING

GENERAL INFO

SPECIES: Ninja Pokémon
HEIGHT: 2'07"
WEIGHT: 26 lbs.
ABILITY: Speed Boost
Increases Ninjask's Speed by one point each turn.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Nincada

SAPPHIRE Rarity: Evolve
Evolve Nincada

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Nincada

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Harden	Normal	—	—	30
—/5	Leech Life	Bug	20	100	15
—/9	Sand-Attack	Ground	—	100	15
14	Fury Swipes	Normal	18	80	15
19	Mind Reader	Normal	—	100	5
20	Double Team	Normal	—	—	15
20	Fury Cutter	Bug	10	95	20
20	Screech	Normal	—	85	40
25	Swords Dance	Normal	—	—	30
31	Slash	Normal	70	100	20
38	Agility	Psychic	—	—	30
45	Baton Pass	Normal	—	—	40

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge, Mimic, Substitute, Swords Dance*

***Emerald* Only**

Endure*, Fury Cutter, Mud-Slap*, Sleep Talk, Snore*, Swagger, Swift*

*Battle Frontier tutor move (*Emerald*)

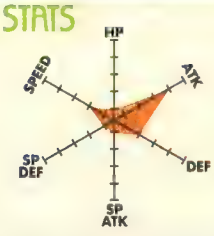
292 Shedinja™

BUG GHOST

GENERAL INFO

SPECIES: Shed Pokémon
HEIGHT: 2'07"
WEIGHT: 3 lbs.
ABILITY: Wonder Guard
Shedinja is only harmed by moves that cause "Super Effective" damage.

STATS



EVOLUTIONS

LV20
(WHEN SPARE SLOT IN TEAM WITH AN EMPTY POKÉ BALL AVAILABLE)

LOCATIONS:

RUBY Rarity: Evolve
Evolve Nincada

SAPPHIRE Rarity: Evolve
Evolve Nincada

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Nincada

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Harden	Normal	—	—	30
5	Leech Life	Bug	20	100	15
9	Sand Attack	Ground	—	100	15
14	Fury Swipes	Normal	18	80	15
19	Mind Reader	Normal	—	100	5
25	Spite	Ghost	—	100	10
31	Confuse Ray	Ghost	—	100	10
38	Shadow Ball	Ghost	80	100	15
45	Grudge	Ghost	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM46	Thief	Dark	40	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge, Dream Eater*, Mimic, Substitute

***Emerald* Only**

Endure*, Fury Cutter, Mud-Slap*, Sleep Talk, Snore*, Swagger, Swift*

*Battle Frontier tutor move (*Emerald*)

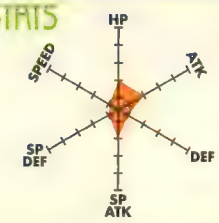
293 Whismur™

GENERAL INFO

SPECIES: Whisper Pokémon
HEIGHT: 2'00"
WEIGHT: 36 lbs.
ABILITY: Soundproof

Prevents Whismur from being hit by Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Common
Route 116, Victory Road

SAPPHIRE **Rarity:** Common
Route 116, Victory Road

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Common
Route 116, Desert Pass, Rusturf Tunnel, Victory Road

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
5	Uproar	Normal	50	100	10
11	Astonish	Ghost	30	100	15
15	Howl	Normal	—	—	40
21	Supersonic	Normal	—	55	20
25	Stomp	Normal	65	100	20
31	Screech	Normal	—	85	40
35	Roar	Normal	—	100	20
41	Rest	Psychic	—	—	10
41	Sleep Talk	Normal	—	—	10
45	Hyper Voice	Normal	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Take Down	Normal	90	85	20
Snore	Normal	40	100	15
Swagger	Normal	—	90	15
Extrasensory	Psychic	80	100	30
Smellingsalt	Normal	60	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Ice Punch*	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

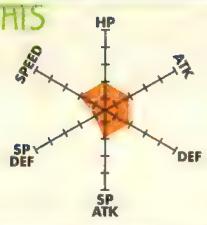
294 Loudred™

GENERAL INFO

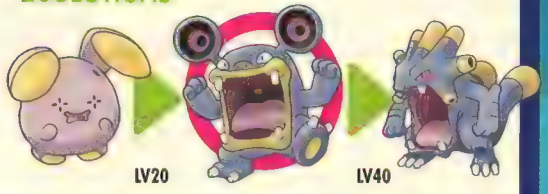
SPECIES: Big Voice Pokémon
HEIGHT: 3'03"
WEIGHT: 89 lbs.
ABILITY: Soundproof

Prevents Loudred from being hit by Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar.

STATS



EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** Rare
Victory Road

SAPPHIRE **Rarity:** Rare
Victory Road

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Rare
Desert Pass, Victory Road

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—/5	Uproar	Normal	50	100	10
—/11	Astonish	Ghost	30	100	15
—/15	Howl	Normal	—	—	40
23	Supersonic	Normal	—	55	20
29	Stomp	Normal	65	100	20
29	Stomp	Normal	65	100	20
37	Screech	Normal	—	85	40
43	Roar	Normal	—	100	20
51	Rest	Psychic	—	—	10
51	Sleep Talk	Normal	—	—	10
57	Hyper Voice	Normal	90	100	10

TM/HM

= *Emerald* Only

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Psych Up*	Rollout	Sleep Talk
Snore*	Swagger	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

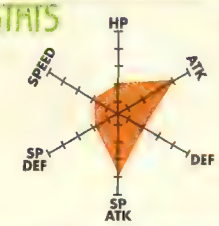
295 Exploud™

GENERAL INFO

SPECIES: Loud Noise Pokémon
HEIGHT: 4'11"
WEIGHT: 185 lbs.
ABILITY: Soundproof

Prevents Exploud from being hit by Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Evolve
Evolve Loudred

SAPPHIRE **Rarity:** Evolve
Evolve Loudred

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Evolve
Evolve Loudred

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—/5	Uproar	Normal	50	100	10
—/11	Astonish	Ghost	30	100	15
—/15	Howl	Normal	—	—	40
23	Supersonic	Normal	—	55	20
29	Stomp	Normal	65	100	20
37	Screech	Normal	—	85	40
40	Hyper Beam	Normal	150	90	5
45	Roar	Normal	—	100	20
55	Rest	Psychic	—	—	10
55	Sleep Talk	Normal	—	—	10
63	Hyper Voice	Normal	90	100	10

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Psych Up*	Rollout	Sleep Talk
Snore*	Swagger	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

296 Makuhita™

FIGHTING

GENERAL INFO

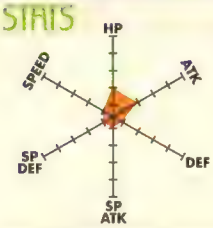
SPECIES: Guts Pokémon
HEIGHT: 3'03"
WEIGHT: 191 lbs.
ABILITY 1: Thick Fat

Fire- and Ice-type moves inflict only 50% damage.

ABILITY 2: Guts

Makuhita's attack power increases 1.5 times when inflicted with a status condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Common
Granite Cave, Victory Road

SAPPHIRE **Rarity:** Common
Granite Cave, Victory Road

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

COLOSSEUM **Rarity:** Only One
Phenac City

EMERALD **Rarity:** Common
Granite Cave, Victory Road

XD **Rarity:** Only One
Pyrite Town (Capture from Cipher Peon Torkin)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Focus Energy	Normal	—	—	30
4	Sand Attack	Ground	—	100	15
10	Arm Thrust	Fighting	15	100	20
13	Vital Throw	Fighting	70	100	10
19	Fake Out	Normal	40	100	10
22	Whirlwind	Normal	—	100	20
28	Knock Off	Dark	20	100	20
31	Smellingsalt	Normal	60	100	10
37	Belly Drum	Normal	—	—	10
40	Endure	Normal	—	—	10
46	Seismic Toss	Fighting	—	100	20
49	Reversal	Fighting	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Faint Attack	Dark	60	—	20
Detect	Fighting	—	—	5
Foresight	Normal	—	100	40
Helping Hand	Normal	—	100	20
Cross Chop	Fighting	100	80	5
Revenge	Fighting	60	100	10
Dynamicpunch	Fighting	100	50	5
Counter	Fighting	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Mud-Slap*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

297 Hariyama™

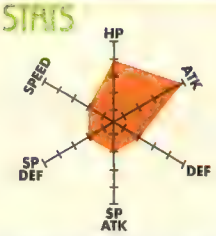
FIGHTING

GENERAL INFO

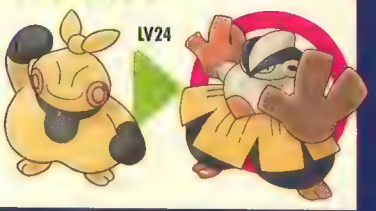
SPECIES: Arm Thrust Pokémon
HEIGHT: 7'07"
WEIGHT: 560 lbs.
ABILITY 1: Thick Fat
Fire- and Ice-type moves inflict only 50% damage.

ABILITY 2: Guts
Hariyama's attack power increases 1.5 times when inflicted with a Status condition.

STATS



EVOLUTIONS



LOCATION(S):

RUBY **Rarity:** Rare
Evolve Makuhita, Victory Road

SAPPHIRE **Rarity:** Rare
Evolve Makuhita, Victory Road

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

COLOSSEUM **Rarity:** Evolve
Evolve Makuhita

EMERALD **Rarity:** Common
Evolve Makuhita, Victory Road

XD **Rarity:** Evolve
Evolve Makuhita

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Focus Energy	Normal	—	—	30
—/4	Sand-Attack	Ground	—	100	15
—/10	Arm Thrust	Fighting	15	100	20
13	Vital Throw	Fighting	70	100	10
19	Fake Out	Normal	40	100	10
22	Whirlwind	Normal	—	100	20
29	Knock Off	Dark	20	100	20
33	Smellingsalt	Normal	60	100	10
40	Belly Drum	Normal	—	—	10
44	Endure	Normal	—	—	10
51	Seismic Toss	Fighting	—	100	20
55	Reversal	Fighting	—	100	15

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Mud-Slap*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

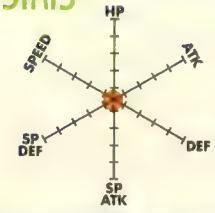
298 Azurill™

GENERAL INFO

SPECIES: Polka Dot Pokémon
HEIGHT: 0'08"
WEIGHT: 4 lbs.
ABILITY 1: Thick Fat
Fire- and Ice-type moves inflict only 50% damage.

ABILITY 2: Huge Power
Azurill's attack power is increased in battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Breed
Breed a female Marill or Azumarill with Sea Incense attached

SAPPHIRE **Rarity:** Breed
Breed a female Marill or Azumarill with Sea Incense attached

FIRERED **Rarity:** Trade
Trade from *Ruby/Sapphire/LeafGreen/Emerald*

LEAFGREEN **Rarity:** Breed
Breed a female Marill or Azumarill with Sea Incense attached

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen/Emerald*

EMERALD **Rarity:** Breed
Breed a female Marill or Azumarill with Sea Incense attached

XD **Rarity:** None
Trade from *Ruby/Sapphire/LeafGreen/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
3	Charm	Normal	—	100	20
6	Tail Whip	Normal	—	100	30
10	Bubble	Water	20	100	30
15	Slam	Normal	80	75	20
21	Water Gun	Water	40	100	25

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Encore	Normal	—	100	5
Sing	Normal	—	55	15
Refresh	Normal	—	100	20
Tickle	Normal	—	100	20
Slam	Normal	80	75	30

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	Swift*

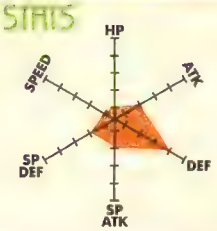
*Battle Frontier tutor move (*Emerald*)

299 Nosepass™

GENERAL INFO

SPECIES: Compass Pokémon
HEIGHT: 3'03"
WEIGHT: 214 lbs.
ABILITY 1: Sturdy
One hit KO moves have no effect.
ABILITY 2: Magnet Pull
Prevents Steel-type Pokémon from fleeing in battle.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY — **Rarity:** Rare
Granite Cave

SAPPHIRE — **Rarity:** Rare
Granite Cave

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Granite Cave

XD — **Rarity:** Only One
Capture from Wanderer Miror B. at the Outskirt Stand

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
7	Harden	Normal	—	—	30
13	Rock Throw	Rock	50	90	15
16	Block	Normal	—	100	5
22	Thunder Wave	Electric	—	100	20
28	Rock Slide	Rock	75	90	10
31	Sandstorm	Rock	—	—	10
37	Rest	Psychic	—	—	10
43	Zap Cannon	Electric	100	50	5
46	Lock-on	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Magnitude	Ground	—	100	30
Rollout	Rock	30	90	20
Explosion	Normal	250	100	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute
Thunder Wave*		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Thunderpunch*		

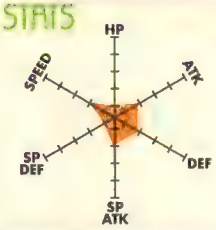
*Battle Frontier tutor move (*Emerald*)

300 Skitty™

GENERAL INFO

SPECIES: Kitten Pokémon
HEIGHT: 2'00"
WEIGHT: 24 lbs.
ABILITY: Cute Charm
If an opponent physically strikes Skitty, it has a 30% chance of becoming attracted to it.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Rare
Route 116

SAPPHIRE — **Rarity:** Rare
Route 116

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Route 116

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Tackle	Normal	35	95	35
3	Tail Whip	Normal	—	100	30
7	Attract	Normal	—	100	15
13	Sing	Normal	—	55	15
15	Doubleslap	Normal	15	85	10
19	Assist	Normal	—	100	20
25	Charm	Normal	—	100	20
27	Faint Attack	Dark	60	—	20
31	Covet	Normal	40	100	40
37	Heal Bell	Normal	—	—	5
39	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Helping Hand	Normal	—	100	20
Psych Up	Normal	—	—	10
Uproar	Normal	50	100	10
Fake Tears	Dark	—	100	20
Baton Pass	Normal	—	—	40
Substitute	Normal	—	—	10
Tickle	Normal	—	100	20
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Swift*		

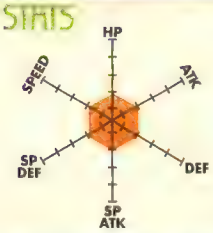
*Battle Frontier tutor move (*Emerald*)

301 Delcatty™

GENERAL INFO

SPECIES: Prim Pokémon
HEIGHT: 3'07"
WEIGHT: 72 lbs.
ABILITY: Cute Charm
If an opponent physically strikes Delcatty, it has a 30% chance of becoming attracted to it.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Skitty

SAPPHIRE — **Rarity:** Evolve
Evolve Skitty

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Skitty

XD — **Rarity:** Only One
Cipher Lab (Capture from Cipher Admin Lovrina)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Attract	Normal	—	100	15

Level	Attack	Type	Power	ACC	PP
—	Sing	Normal	—	55	15
—	Doubleslap	Normal	15	85	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15

TM/HM#	Name	Type	Power	ACC	PP
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Swift*		

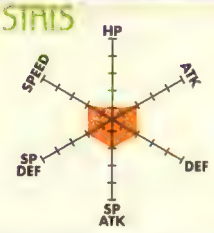
*Battle Frontier tutor move (*Emerald*)

302 Sableye™

GENERAL INFO

SPECIES: Darkness Pokémon
HEIGHT: 1'08"
WEIGHT: 24 lbs.
ABILITY 1: Keen Eye
Sableye's Accuracy cannot be lowered.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** None
Trade from *Sapphire/Emerald*

SAPPHIRE — **Rarity:** Rare
Cave of Origin, Granite Cave, Victory Road

FIRERED — **Rarity:** None
Trade from *Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Sapphire/Emerald*

EMERALD — **Rarity:** Common
Cave of Origin, Granite Cave, Sky Pillar, Victory Road

XD — **Rarity:** Only One
Citadark Island (Capture from Navigator Abson)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Scratch	Normal	40	100	35
5	Foresight	Normal	—	100	40
9	Night Shade	Ghost	—	100	15
13	Astonish	Ghost	30	100	15
17	Fury Swipes	Normal	18	80	15

Level	Attack	Type	Power	ACC	PP
21	Fake Out	Normal	40	100	10
25	Detect	Fighting	—	—	5
29	Faint Attack	Dark	60	—	20
33	Knock Off	Dark	20	100	20
37	Confuse Ray	Ghost	—	100	10
41	Shadow Ball	Ghost	80	100	15
45	Mean Look	Normal	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15

TM/HM#	Name	Type	Power	ACC	PP
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Psych Up	Normal	—	—	10
Recover	Normal	—	—	20
Moonlight	Normal	—	—	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

303 Mawile™

GENERAL INFO

SPECIES: Deceiver Pokémon
HEIGHT: 2'00"
WEIGHT: 25 lbs.
ABILITY 1: Hyper Cutter
Mawile's attack power cannot be lowered.
ABILITY 2: Intimidate
Lowers the opponent's attack by one at a battle's start.

STATS

EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Rare
Cave of Origin, Granite Cave, Victory Road

SAPPHIRE Rarity: None
Trade from *Ruby/Emerald*

FIRERED Rarity: None
Trade from *Ruby/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Emerald*

EMERALD Rarity: Rare
Victory Road

XD Rarity: Only One
Pyrite Town (Capture from Cipher Peon Exol)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Astonish	Ghost	30	100	15
6	Fake Tears	Dark	—	100	20
11	Bite	Dark	60	100	25
16	Sweet Scent	Normal	—	100	20
21	Vicegrip	Normal	55	100	30
26	Faint Attack	Dark	60	—	20
31	Baton Pass	Normal	—	—	40
36	Crunch	Dark	80	100	15
41	Iron Defense	Steel	—	—	15
46	Stockpile	Normal	—	—	10
46	Swallow	Normal	—	—	10
46	Spit Up	Normal	100	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Swords Dance	Normal	—	—	30
False Swipe	Normal	40	100	40
Poison Fang	Poison	50	100	15
Psych Up	Normal	—	—	10
Ancientpower	Rock	60	100	5
Tickle	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

***Emerald* Only**

Dynamicpunch	Endure*	Ice Punch*
Icy Wind*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Thunderpunch*		

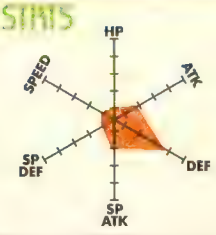
*Battle Frontier tutor move (*Emerald*)

304 Aron™

GENERAL INFO

SPECIES: Iron Armor Pokémon
HEIGHT: 1'04"
WEIGHT: 132 lbs.
ABILITY 1: Sturdy
One hit KO moves have no effect.
ABILITY 2: Rock Head
Aron does not receive recoil damage from moves such as Double-Edge.

STATS



EVOLUTIONS

LV32 LV42

LOCATION(S):

RUBY Rarity: Common
Granite Cave, Victory Road

SAPPHIRE Rarity: Common
Granite Cave, Victory Road

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Granite Cave, Victory Road

XD Rarity: Rare
Cave Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
4	Harden	Normal	—	—	30
7	Mud-Slap	Ground	20	100	10
10	Headbutt	Normal	70	100	15
13	Metal Claw	Steel	50	95	35
17	Iron Defense	Steel	—	—	15
21	Roar	Normal	—	100	20
25	Take Down	Normal	90	85	20
29	Iron Tail	Steel	100	75	15
34	Protect	Normal	—	—	10
39	Metal Sound	Steel	—	85	40
44	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Endeavor	Normal	—	100	5
Body Slam	Normal	85	100	15
Stomp	Normal	65	100	20
Smellingsalt	Normal	60	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

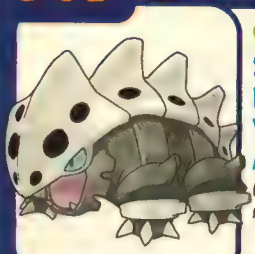
***Emerald* Only**

Defense Curl*	Endure*	Fury Cutter
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

305 Lairon™

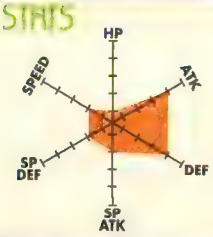
STEEL ROCK



GENERAL INFO

SPECIES: Iron Armor Pokémon
HEIGHT: 2'11"
WEIGHT: 265 lbs.
ABILITY 1: Sturdy
One hit KO moves have no effect.
ABILITY 2: Rock Head
Lairon does not receive recoil damage from moves such as Double-Edge.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Victory Road

SAPPHIRE Rarity: Rare
Victory Road

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Victory Road

XD Rarity: Evolve
Evolve Aron

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—/4	Harden	Normal	—	—	30
—/7	Mud-Slap	Ground	20	100	10
—/10	Headbutt	Normal	70	100	15
13	Metal Claw	Steel	50	95	35
17	Iron Defense	Steel	—	—	15
21	Roar	Normal	—	100	20
25	Take Down	Normal	90	85	20
29	Iron Tail	Steel	100	75	15
37	Protect	Normal	—	—	10
45	Metal Sound	Steel	—	85	40
53	Double-Edge	Normal	120	100	15

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

Emerald Only

Defense Curl*	Endure*	Fury Cutter
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

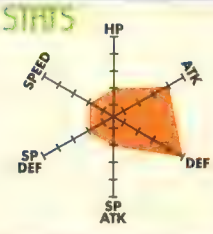
306 Aggron™

STEEL ROCK

GENERAL INFO

SPECIES: Iron Armor Pokémon
HEIGHT: 6'11"
WEIGHT: 794 lbs.
ABILITY 1: Sturdy
One hit KO moves have no effect.
ABILITY 2: Rock Head
Aggron does not receive recoil damage from moves such as Double-Edge.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Lairon

SAPPHIRE Rarity: Evolve
Evolve Lairon

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Lairon

XD Rarity: Evolve
Evolve Lairon

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—/4	Harden	Normal	—	—	30
—/7	Mud-Slap	Ground	20	100	10
—/10	Headbutt	Normal	70	100	15
13	Metal Claw	Steel	50	95	35
17	Iron Defense	Steel	—	—	15
21	Roar	Normal	—	100	20
25	Take Down	Normal	90	85	20
29	Iron Tail	Steel	100	75	15
37	Protect	Normal	—	—	10
50	Metal Sound	Steel	—	85	40
63	Double-Edge	Normal	120	100	15

 # = Emerald Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and Emerald Only

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Thunder Wave*		

Emerald Only

Dynamicpunch	Endure*	Fire Punch*
Fury Cutter	Ice Punch*	Icy Wind*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

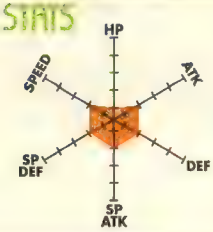
307 Meditite™

FIGHTING PSYCHIC

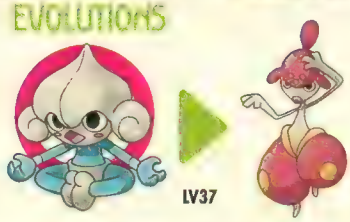
GENERAL INFO

SPECIES: Meditate Pokémon
HEIGHT: 2'00"
WEIGHT: 25 lbs.
ABILITY: Pure Power
Raises attack power, but effect is lessened by half when ability is changed.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Mt. Pyre, Victory Road

SAPPHIRE Rarity: Rare
Mt. Pyre, Victory Road

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

COLOSSEUM Rarity: Only One
Pyrite Cave

EMERALD Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

XD Rarity: Only One
Trade with Duking

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bide	Normal	—	100	10
4	Meditate	Psychic	—	—	40
9	Confusion	Psychic	50	100	25
12	Detect	Fighting	—	—	5
17/18	Hidden Power	Normal	—	100	15
20	Swagger*	Normal	—	90	15
25	Mind Reader	Normal	—	100	5
28	Calm Mind	Psychic	—	—	20
33	Hi Jump Kick	Fighting	85	90	20
36	Psych Up	Normal	—	—	10
41	Reversal	Fighting	—	100	15
49/44	Recover	Normal	—	—	20

= *Emerald* Only * Not Available in *Emerald*

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Fire Punch	Fire	75	100	15
Thunderpunch	Electric	75	100	15
Ice Punch	Ice	75	100	15
Foresight	Normal	—	100	40
Fake Out	Normal	40	100	10
Baton Pass	Normal	—	—	40
Dynamicpunch	Fighting	100	50	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Swift*	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

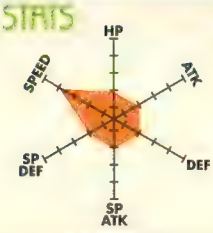
308 Medicham™

FIGHTING PSYCHIC

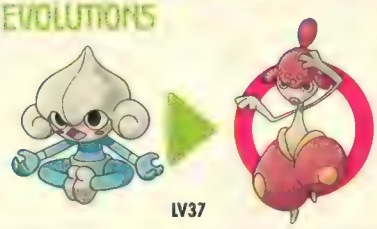
GENERAL INFO

SPECIES: Meditate Pokémon
HEIGHT: 4'03"
WEIGHT: 69 lbs.
ABILITY: Pure Power
Raises attack power, but effect is lessened by half when ability is changed.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Evolve Meditite, Victory Road

SAPPHIRE Rarity: Rare
Evolve Meditite, Victory Road

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

COLOSSEUM Rarity: Evolve
Evolve Meditite

EMERALD Rarity: None
Trade from *Ruby/Sapphire/Colosseum*

XD Rarity: Only One
Trade with Duking

MOVES

Level	Attack	Type	Power	ACC	PP
—	Fire Punch	Fire	75	100	15
—	Thunderpunch	Electric	75	100	15
—	Ice Punch	Ice	75	100	15
—	Bide	Normal	—	100	10
4	Meditate*	Psychic	—	—	40
9	Confusion*	Psychic	50	100	25
12	Detect*	Fighting	—	—	5
17	Hidden Power	Normal	—	100	15
20	Swagger	Normal	—	20	15
25	Mind Reader	Normal	—	100	5
28	Calm Mind	Psychic	—	—	20
33	Hi Jump Kick	Fighting	85	90	20
36	Psych Up	Normal	—	—	10
47/44	Reversal	Fighting	—	100	15
56	Recover	Normal	—	—	20

= *Emerald* Only * = *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Fire Punch	Fire	75	100	15
Thunderpunch	Electric	75	100	15
Ice Punch	Ice	75	100	15
Foresight	Normal	—	100	40
Fake Out	Normal	40	100	10
Baton Pass	Normal	—	—	40
Dynamicpunch	Fighting	100	50	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Metronome	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Swift*	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

309 Electrike™

ELECTRIC

GENERAL INFO

SPECIES: Lightning Pokémon
HEIGHT: 2'00"
WEIGHT: 34 lbs.
ABILITY 1: Static
An opponent has a 30% chance of being paralyzed if it strikes Electrike.

ABILITY 2: Lightningrod
Draws Electric-type moves to itself.

STATS

EVOLUTIONS

LOCATIONS:

RUBY — **Rarity:** Common
Route 110, Route 118

SAPPHIRE — **Rarity:** Common
Route 110, Route 118

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Common
Route 110, Route 118

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
4	Thunder Wave	Electric	—	100	20
9	Leer	Normal	—	100	30
12	Howl	Normal	—	—	40
17	Quick Attack	Normal	40	100	30
20	Spark	Electric	65	100	20
25	Odor Sleuth	Normal	—	100	40
28	Roar	Normal	—	100	20
33	Bite	Dark	60	100	25
36	Thunder	Electric	120	70	10
41	Charge	Electric	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Crunch	Dark	80	100	15
Uproar	Normal	50	100	10
Headbutt	Normal	70	100	15
Curse	—	—	—	10
Swift	Normal	60	—	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

310 Manectric™

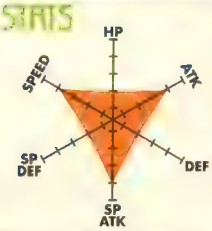
ELECTRIC

GENERAL INFO

SPECIES: Discharge Pokémon
HEIGHT: 4'11"
WEIGHT: 89 lbs.
ABILITY 1: Static
An opponent has a 30% chance of being paralyzed if it strikes Manectric.

ABILITY 2: Lightningrod
Draws Electric-type moves to itself.

STATS



EVOLUTIONS

LOCATIONS:

RUBY — **Rarity:** Rare
Route 118

SAPPHIRE — **Rarity:** Rare
Route 118

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Evolve Electrike, Route 118

XD — **Rarity:** Only One
Citadark Island (Capture from Cipher Admin Eldes)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—/4	Thunder Wave	Electric	—	100	20
—/9	Leer	Normal	—	100	30
—/12	Howl	Normal	—	—	40
17	Quick Attack	Normal	40	100	30
20	Spark	Electric	65	100	20
25	Odor Sleuth	Normal	—	100	40
31	Roar	Normal	—	100	20
39	Bite	Dark	60	100	25
45	Thunder	Electric	120	70	10
53	Charge	Electric	—	100	20

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

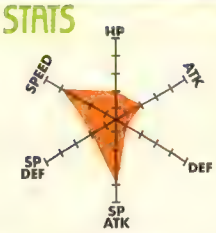
311 Plusle™

ELECTRIC

GENERAL INFO

SPECIES: Cheering Pokémon
HEIGHT: 1'04"
WEIGHT: 9 lbs.
ABILITY: Plus
Increases Special Attack 1.5 times when faced with a Pokémon with the Minus Ability.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY — **Rarity:** Rare
Route 110

SAPPHIRE — **Rarity:** Common
Route 110

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

COLOSSEUM — **Rarity:** Only One
Pyrite Town

EMERALD — **Rarity:** Rare
Route 110, Fortree City

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
4	Thunder Wave	Electric	—	100	20
10	Quick Attack	Normal	40	100	30
13	Helping Hand	Normal	—	100	20
19	Spark	Electric	65	100	20
22	Encore	Normal	—	100	5
28	Fake Tears	Dark	—	100	20
31	Charge	Electric	—	100	20
37	Thunder	Electric	120	70	10
40	Baton Pass	Normal	—	—	40
47	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Substitute	Normal	—	—	10
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Metronome	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

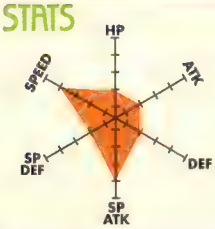
312 Minun™

ELECTRIC

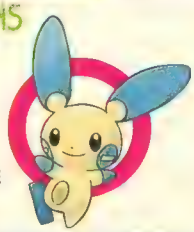
GENERAL INFO

SPECIES: Cheering Pokémon
HEIGHT: 1'04"
WEIGHT: 9 lbs.
ABILITY: Minus
Increases Special Attack 1.5 times when faced with a Pokémon with the Plus Ability.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATIONS:

RUBY — **Rarity:** Common
Route 110

SAPPHIRE — **Rarity:** Rare
Route 110

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Route 110

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
4	Thunder Wave	Electric	—	100	20
10	Quick Attack	Normal	40	100	30
13	Helping Hand	Normal	—	100	20
19	Spark	Electric	65	100	20
22	Encore	Normal	—	100	5
28	Charm	Normal	—	100	20
31	Charge	Electric	—	100	20
37	Thunder	Electric	120	70	10
40	Baton Pass	Normal	—	—	40
47	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Substitute	Normal	—	—	10
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

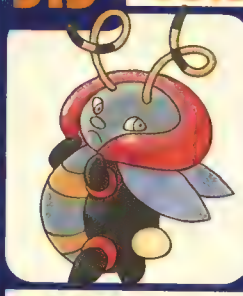
Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Metronome	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

313 Volbeat™



GENERAL INFO

SPECIES: Firefly Pokémon
HEIGHT: 2'04"
WEIGHT: 39 lbs.
ABILITY 1: Illuminate
Increases the chance of encountering wild Pokémon.

ABILITY 2: Swarm
When Volbeat's HPs fall below 1/3, the power of Bug-type moves increases 1.5 times.

STATS

EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: Rare
Route 117

SAPPHIRE Rarity: Rare
Route 117

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Route 117

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
5	Confuse Ray	Ghost	—	100	10
9	Double Team	Normal	—	—	15
13	Moonlight	Normal	—	—	5
17	Quick Attack	Normal	40	100	30
21	Tail Glow	Bug	—	100	20
25	Signal Beam	Bug	75	100	15
29	Protect	Normal	—	—	10
33	Helping Hand	Normal	—	100	20
37	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Baton Pass	Normal	—	—	40
Silver Wind	Bug	60	100	5
Trick	Psychic	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Dynamicpunch	Endure*	Ice Punch*
Metronome	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

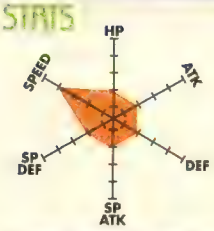
*Battle Frontier tutor move (*Emerald*)

314 Illumise™

GENERAL INFO

SPECIES: Firefly Pokémon
HEIGHT: 2'00"
WEIGHT: 39 lbs.
ABILITY: Oblivious
Illumise is not affected by the Attract condition.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: Rare
Route 117

SAPPHIRE Rarity: Rare
Route 117

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Route 117

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
5	Sweet Scent	Normal	—	100	20
9	Charm	Normal	—	100	20
13	Moonlight	Normal	—	—	5
17	Quick Attack	Normal	40	100	30
21	Wish	Normal	—	100	10
25	Encore	Normal	—	100	5
29	Flatter	Dark	—	100	15
33	Helping Hand	Normal	—	100	20
37	Covet	Normal	40	100	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Baton Pass	Normal	—	—	40
Silver Wind	Bug	60	100	5
Growth	Normal	—	—	40

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Thunder Wave*

***Emerald* Only**

Dynamicpunch	Endure*	Ice Punch*
Metronome	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

315 Roselia™

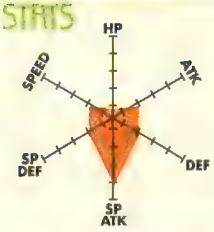
GRASS POISON

GENERAL INFO

SPECIES: Thorn Pokémon
HEIGHT: 1'00"
WEIGHT: 4 lbs.
ABILITY 1: Natural Cure
Any negative status conditions are automatically healed when you remove Roselia from battle.

ABILITY 2: Poison Point
If an opponent is striking Roselia, it has a 30% chance of being poisoned.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION'S:

RUBY Rarity: Common
Route 117

SAPPHIRE Rarity: Common
Route 117

FIRERED Rarity: None
Trade from *Ruby/Sapphire*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire*

EMERALD Rarity: None
Trade from *Ruby/Sapphire*

XD Rarity: Only One
Phenac City (Capture from Cipher Peon Fasin)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Absorb	Grass	20	100	20
5	Growth	Normal	—	—	40
9	Poison Sting	Poison	15	100	35
13	Stun Spore	Grass	—	75	30
17	Mega Drain	Grass	40	100	10
21	Leech Seed	Grass	—	90	10
25	Magical Leaf	Grass	60	—	20
29	Grasswhistle	Grass	—	55	15
33	Giga Drain	Grass	60	100	5
37	Sweet Scent	Normal	—	100	20
41	Ingrain	Grass	—	100	20
45	Toxic	Poison	—	85	10
49	Petal Dance	Grass	70	100	20
53	Aromatherapy	Grass	—	—	5
57	Synthesis	Grass	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Spikes	Ground	—	—	20
Pin Missile	Bug	14	85	20
Cotton Spore	Grass	—	85	40
Synthesis	Grass	—	—	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

316 Gulpin™

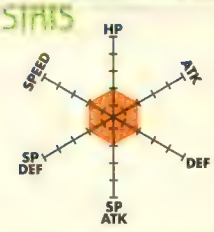
POISON

GENERAL INFO

SPECIES: Stomach Pokémon
HEIGHT: 1'04"
WEIGHT: 23 lbs.
ABILITY 1: Liquid Ooze
Gulpin inflicts damage on an opponent who uses HP-absorbing moves.

ABILITY 2: Sticky Hold
Protects Gulpin's Held Item from an opponent using Thief.

STATS



EVOLUTIONS

LOCATION'S:

RUBY Rarity: Common
Route 110

SAPPHIRE Rarity: Common
Route 110

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Route 110

XD Rarity: Only One
Cipher Lab (Capture from Cipher Peon Purpsix)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
6	Yawn	Normal	—	100	10
9	Poison Gas	Poison	—	55	40
14	Sludge	Poison	65	100	20
17	Amnesia	Psychic	—	—	20
23	Encore	Normal	—	100	5
28	Toxic	Poison	—	85	10
34	Stockpile	Normal	—	—	10
34	Spit Up	Normal	100	100	10
34	Swallow	Normal	—	—	10
39	Sludge Bomb	Poison	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Dream Eater	Psychic	100	100	15
Acid Armor	Poison	—	—	40
Smog	Poison	20	70	20
Pain Split	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Explosion	Mimic
Substitute		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

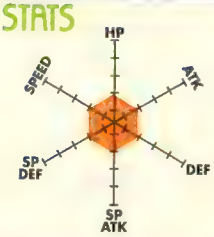
317 Swalot™

POISON

GENERAL INFO

SPECIES: Poison Bag Pokémon
HEIGHT: 5'07"
WEIGHT: 176 lbs.
ABILITY 1: Liquid Ooze
Swalot inflicts damage on an opponent who uses HP-absorbing moves.
ABILITY 2: Sticky Hold
Protects Swalot's Held Item from an opponent using Thief.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Gulpin

SAPPHIRE Rarity: Evolve
Evolve Gulpin

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Gulpin

XD Rarity: Evolve
Evolve Gulpin

MOVES

Level	Attack	Type	Power	ACC	PP
—	Pound	Normal	40	100	35
—	Yawn	Normal	—	100	10
—	Poison Gas	Poison	—	55	40
—	Sludge	Poison	65	100	20
17	Amnesia	Psychic	—	—	20
23	Encore	Normal	—	100	5
26	Body Slam	Normal	85	100	15
31	Toxic	Poison	—	85	10
40	Stockpile	Normal	—	—	10
40	Spit Up	Normal	100	100	10
40	Swallow	Normal	—	—	10
48	Sludge Bomb	Poison	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Explosion	Mimic
Substitute		

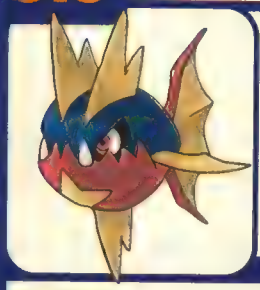
***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

318 Carvanha™

WATER DARK

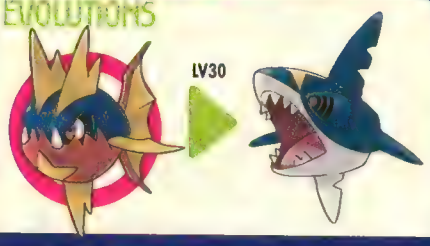


GENERAL INFO

SPECIES: Savage Pokémon
HEIGHT: 2'07"
WEIGHT: 46 lbs.
ABILITY: Rough Skin
Recoil hurts the opponent Pokémon when it uses a physical attack.

STATS

EVOLUTIONS



LOCATION(S):

RUBY Rarity: Common
Route 118, Route 119

SAPPHIRE Rarity: Common
Route 118, Route 119

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Route 118, Route 119

XD Rarity: Only One
Cipher Lab (Capture from Cipher Peon Cabol)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Bite	Dark	60	100	25
7	Rage	Normal	20	100	20
13	Focus Energy	Normal	—	—	30
16	Scary Face	Normal	—	90	10
22	Crunch	Dark	80	100	15
28	Screech	Normal	—	85	40
31	Take Down	Normal	90	85	20
37	Swagger	Normal	—	90	15
43	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Hydro Pump	Water	120	80	5
Double-Edge	Normal	120	100	15
Thrash	Normal	90	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

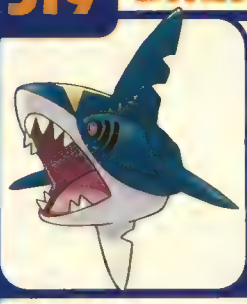
***Emerald* Only**

Endure*	Fury Cutter	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

319 Sharpedo™

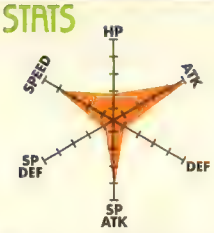
WATER DARK



GENERAL INFO

SPECIES: Brutal Pokémon
HEIGHT: 5'11"
WEIGHT: 196 lbs.
ABILITY: Rough Skin
The opponent Pokémon is hurt when it uses a physical attack against Sharpedo.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: **Rare**
Route 103, Route 118, Route 122

SAPPHIRE Rarity: **Rare**
Route 103, Route 118, Route 122

FIRERED Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: **Common**
Routes 103, 118, 122, 124–127, 129–134, Mossdeep City, Pacifidlog Town

XD Rarity: **Evolve**
Evolve Carvanha

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Bite	Dark	60	100	25
—	Rage	Normal	20	100	20
—	Focus Energy	Normal	—	—	30
16	Scary Face	Normal	—	90	10
22	Crunch	Dark	80	100	15
28	Screech	Normal	—	85	40
33	Slash	Normal	70	100	20
38	Taunt	Dark	—	100	20
43	Swagger	Normal	—	90	15
48	Skull Bash	Normal	100	100	15
53	Agility	Psychic	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

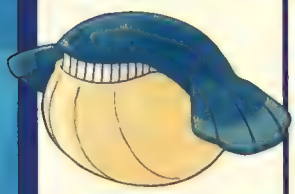
***Emerald* Only**

Endure*	Fury Cutter	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

320 Wailmer™

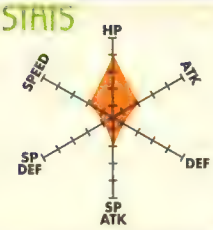
WATER



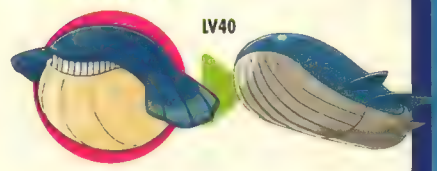
GENERAL INFO

SPECIES: Ball Whale Pokémon
HEIGHT: 6'07"
WEIGHT: 287 lbs.
ABILITY 1: Water Veil
Wailmer cannot be burned.
ABILITY 2: Oblivious
The Attract condition does not affect Wailmer.

STATS



EVOLUTIONS



LOCATIONS:

RUBY Rarity: **Rare**
Fish in most waters, Route 103, Route 110

SAPPHIRE Rarity: **Rare**
Fish in most waters, Route 103, Route 110

FIRERED Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: **Common**
Routes 103, 105–110, 115, 121–134, Ever Grande City, Lilycove City, Mossdeep City, Pacifidlog Town, Seafloor Cavern, Shoal Cave

XD Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
5	Growl	Normal	—	100	40
10	Water Gun	Water	40	100	25
14	Rollout	Rock	30	90	20
19	Whirlpool	Water	15	70	15
23	Astonish	Ghost	30	100	15
28	Water Pulse	Water	60	100	20
32	Mist	Ice	—	—	30
37	Rest	Psychic	—	—	10
41	Water Spout	Water	150	100	5
46	Amnesia	Psychic	—	—	20
50	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Double-Edge	Normal	120	100	15
Thrash	Normal	90	100	20
Swagger	Normal	—	90	15
Snore	Normal	40	100	15
Sleep Talk	Normal	—	—	10
Curse	—	—	—	10
Fissure	Ground	—	30	5
Tickle	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

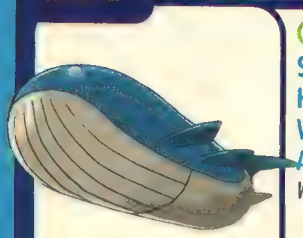
***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Icy Wind*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

321 Wailord™

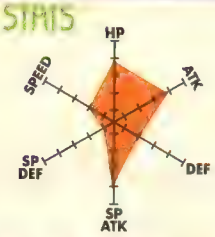
WATER



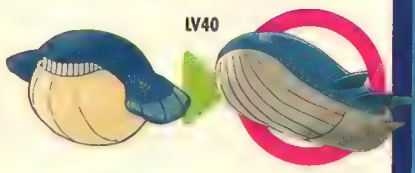
GENERAL INFO

SPECIES: Float Whale Pokémon
HEIGHT: 47'07"
WEIGHT: 878 lbs.
ABILITY 1: Water Veil
Wailord cannot be burned.
ABILITY 2: Oblivious
The Attract condition does not affect Wailord.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: Rare
Route 129

SAPPHIRE Rarity: Rare
Route 129

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Route 129

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
—	Growl	Normal	—	100	40
—	Water Gun	Water	40	100	25
—	Rollout	Rock	30	90	20
19	Whirlpool	Water	15	70	15
23	Astonish	Ghost	30	100	15
28	Water Pulse	Water	60	100	20
32	Mist	Ice	—	—	30
37	Rest	Psychic	—	—	10
44	Water Spout	Water	150	100	5
52	Amnesia	Psychic	—	—	20
59	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Icy Wind*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

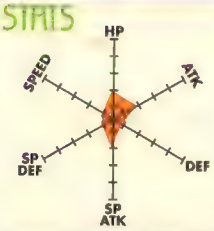
322 Numel™

FIRE GROUND

GENERAL INFO

SPECIES: Numb Pokémon
HEIGHT: 2'04"
WEIGHT: 53 lbs.
ABILITY: Oblivious
Numel is not affected by the Attract condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
Route 112

SAPPHIRE Rarity: Common
Route 112

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Route 112, Fiery Path, Jagged Pass

XD Rarity: Only One
Cipher Lab (Capture from Cipher Peon Solox)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Tackle	Normal	35	95	35
11	Ember	Fire	40	100	25
19	Magnitude	Ground	—	100	30
25	Focus Energy	Normal	—	—	30
29	Take Down	Normal	90	85	20
31	Amnesia	Psychic	—	—	20
35	Earthquake	Ground	100	100	10
41	Flamethrower	Fire	95	100	15
49	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Howl	Normal	—	—	40
Scary Face	Normal	—	90	10
Body Slam	Normal	85	100	15
Rollout	Rock	30	90	20
Defense Curl	Normal	—	—	40
Stomp	Normal	65	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Defense Curl*	Endure*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

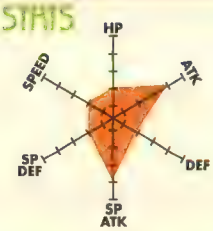
323 Camerupt™

FIRE GROUND

GENERAL INFO

SPECIES: Eruption Pokémon
HEIGHT: 6'03"
WEIGHT: 485 lbs.
ABILITY: Magma Armor
Camerupt is unaffected by the Freeze condition.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Numel

SAPPHIRE Rarity: Evolve
Evolve Numel

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Numel

XD Rarity: Evolve
Evolve Numel

MOVES

Level	Attack	Type	Power	ACC	PP
—	Growl	Normal	—	100	40
—	Tackle	Normal	35	95	35
—	Ember	Fire	40	100	25
—	Magnitude	Ground	—	100	30
25	Focus Energy	Normal	—	—	30
29	Take Down	Normal	90	85	20
31	Amnesia	Psychic	—	—	20
33	Rock Slide	Rock	75	90	10
37	Earthquake	Ground	100	100	10
45	Eruption	Fire	150	100	5
55	Fissure	Ground	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute

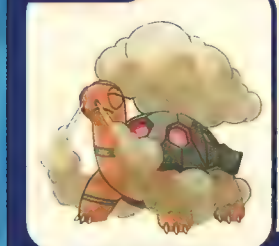
***Emerald* Only**

Defense Curl*	Endure*	Mud-Slap*
Rollout	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

324 Torkoal™

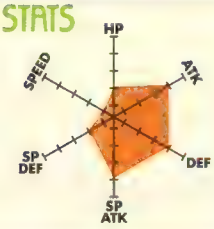
FIRE



GENERAL INFO

SPECIES: Coal Pokémon
HEIGHT: 1'08"
WEIGHT: 177 lbs.
ABILITY: White Smoke
Torkoal is not affected by moves that lower stats.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: Rare
Fiery Path

SAPPHIRE Rarity: Rare
Fiery Path

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Fiery Path, Magma Hideout

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Ember	Fire	40	100	25
4	Smog	Poison	20	70	20
7	Curse	—	—	—	10
14	Smokescreen	Normal	—	100	20
17	Fire Spin	Fire	15	70	15
20	Body Slam	Normal	85	100	15
27	Protect	Normal	—	—	10
30	Flamethrower	Fire	95	100	15
33	Iron Defense	Steel	—	—	15
40	Amnesia	Psychic	—	—	20
43	Flail	Normal	—	100	15
46	Heat Wave	Fire	100	90	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM50	Overheat	Fire	140	90	5
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Eruption	Fire	150	100	5
Endure	Normal	—	—	10
Sleep Talk	Normal	—	—	10
Yawn	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

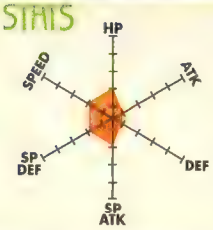
325 Spoink™

PSYCHIC

GENERAL INFO

SPECIES: Bounce Pokémon
HEIGHT: 2'04"
WEIGHT: 67 lbs.
ABILITY 1: Thick Fat — *Fire- and Ice-type moves inflict only 50% of the damage.*
ABILITY 2: Own Tempo — *Spoink cannot become confused.*

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Rare
Jagged Pass

SAPPHIRE — **Rarity:** Rare
Jagged Pass

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Jagged Pass

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
7	Psywave	Psychic	—	80	15
10	Odor Sleuth	Normal	—	100	40
16	Psybeam	Psychic	65	100	20
19	Psych Up	Normal	—	—	10
25	Confuse Ray	Ghost	—	100	10
28	Magic Coat	Psychic	—	100	15
34	Psychic	Psychic	90	100	10
37	Rest	Psychic	—	—	10
37	Snore	Normal	40	100	15
43	Bounce	Flying	85	85	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Future Sight	Psychic	80	90	15
Extrasensory	Psychic	80	100	30
Substitute	Normal	—	—	10
Trick	Psychic	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Rock Slide*	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

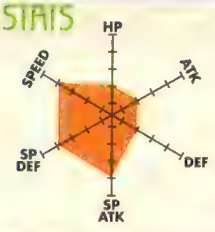
326 Grumpig™

PSYCHIC

GENERAL INFO

SPECIES: Manipulate Pokémon
HEIGHT: 2'11"
WEIGHT: 158 lbs.
ABILITY 1: Thick Fat — *Fire- and Ice-type moves inflict only 50% of the damage.*
ABILITY 2: Own Tempo — *Grumpig cannot become confused.*

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Spoink

SAPPHIRE — **Rarity:** Evolve
Evolve Spoink

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Spoink

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
—	Psywave	Psychic	—	80	15
—	Odor Sleuth	Normal	—	100	40
—	Psybeam	Psychic	65	100	20
19	Psych Up	Normal	—	—	10
25	Confuse Ray	Ghost	—	100	10
28	Magic Coat	Psychic	—	100	15
37	Psychic	Psychic	90	100	10
43	Rest	Psychic	—	—	10
43	Snore	Normal	40	100	15
55	Bounce	Flying	85	85	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Seismic Toss*	Substitute

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Metronome
Mud-Slap*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*
Thunderpunch*		

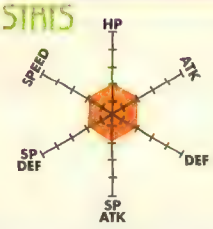
*Battle Frontier tutor move (*Emerald*)

327 Spinda™

GENERAL INFO

SPECIES: Spot Panda Pokémon
HEIGHT: 3'07"
WEIGHT: 11 lbs.
ABILITY: Own Tempo
Spinda cannot become confused.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY — **Rarity:** Rare
Route 113

SAPPHIRE — **Rarity:** Rare
Route 113

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Common
Route 113

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
5	Uproar	Normal	50	100	10
12	Faint Attack	Dark	60	—	20
16	Psybeam	Psychic	65	100	20
23	Hypnosis	Psychic	—	60	20
27	Dizzy Punch	Normal	70	100	10
34	Teeter Dance	Normal	—	100	20
38	Psych Up	Normal	—	—	10
45	Double-Edge	Normal	120	100	15
49	Flail	Normal	—	100	15
56	Thrash	Normal	90	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Encore	Normal	—	100	5
Rock Slide	Rock	75	90	10
Assist	Normal	—	100	20
Disable	Normal	—	55	20
Baton Pass	Normal	—	—	40
Trick	Psychic	—	100	10
Smellingsalt	Normal	60	100	10
Wish	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

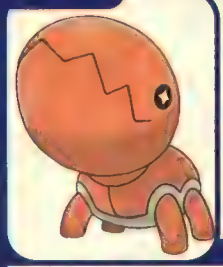
Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Rock Slide*
Seismic Toss*	Substitute	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Icy Wind*
Metronome	Mud-Slap*	Psych Up*
Rollout	Sleep Talk	Snore*
Swagger	Swift*	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

328 Trapinch™

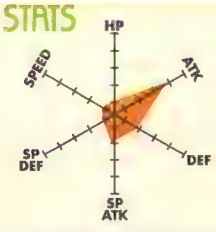


GENERAL INFO

SPECIES: Ant Pit Pokémon
HEIGHT: 2'04"
WEIGHT: 33 lbs.
ABILITY 1: Hyper Cutter
Trapinch's attack power cannot be lowered.

ABILITY 2: Arena Trap
Prevents the opponent Pokémon from fleeing or switching out of battle. Does not affect Flying-type Pokémon or Pokémon with the Levitate Ability.

STATS



EVOLUTIONS

LV35 LV45

LOCATION(S):

RUBY — **Rarity:** Rare
Route 111

SAPPHIRE — **Rarity:** Rare
Route 111

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire*

EMERALD — **Rarity:** Common
Route 111, Mirage Tower

XD — **Rarity:** Rare
Rock Poké Spot

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
9	Sand-Attack	Ground	—	100	15
17	Faint Attack	Dark	60	—	20
25	Sand Tomb	Ground	15	70	15
33	Crunch	Dark	80	100	15
41	Dig	Ground	60	100	10
49	Sandstorm	Rock	—	—	10
57	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Focus Energy	Normal	—	—	30
Quick Attack	Normal	40	100	30
Whirlwind	Normal	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

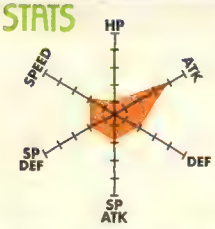
329 Vibrava™

GROUND DRAGON

GENERAL INFO

SPECIES: Vibration Pokémon
HEIGHT: 3'07"
WEIGHT: 34 lbs.
ABILITY: Levitate
Vibrava is not affected by Ground-type moves.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Trapinch

SAPPHIRE Rarity: Evolve
Evolve Trapinch

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

COLOSSEUM Rarity: Only One
Shadow Pokémon Lab

EMERALD Rarity: Evolve
Evolve Trapinch

XD Rarity: Evolve
Evolve Trapinch

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Sand-Attack	Ground	—	100	15
—	Faint Attack	Dark	60	—	20
—	Sand Tomb	Ground	15	70	15
33	Crunch	Dark	80	100	15
35	Dragonbreath	Dragon	60	100	20
41	Screech	Normal	—	85	40
49	Sandstorm	Rock	—	—	10
57	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Mimic
Rock Slide* | Substitute

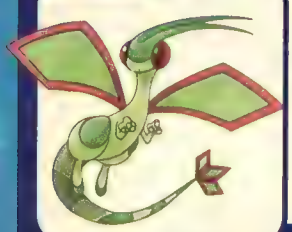
***Emerald* Only**

Endure* | Mud-Slap* | Sleep Talk
Snore* | Swagger | Swift*

*Battle Frontier tutor move (*Emerald*)

330 Flygon™

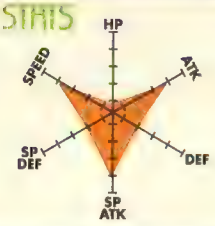
GROUND DRAGON



GENERAL INFO

SPECIES: Mystic Pokémon
HEIGHT: 6'07"
WEIGHT: 181 lbs.
ABILITY: Levitate
Flygon is not affected by Ground-type moves.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Evolve
Evolve Vibrava

SAPPHIRE Rarity: Evolve
Evolve Vibrava

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald/Colosseum*

COLOSSEUM Rarity: Evolve
Evolve Vibrava

EMERALD Rarity: Evolve
Evolve Vibrava

XD Rarity: Evolve
Evolve Vibrava

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bite	Dark	60	100	25
—	Sand-Attack	Ground	—	100	15
—	Faint Attack	Dark	60	—	20
—	Sand Tomb	Ground	15	70	15
33	Crunch	Dark	80	100	15
35	Dragonbreath	Dragon	60	100	20
41	Screech	Normal	—	85	40
53	Sandstorm	Rock	—	—	10
65	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Mimic
Rock Slide* | Substitute

***Emerald* Only**

Endure* | Fire Punch* | Fury Cutter
Mud-Slap* | Sleep Talk | Snore*
Swagger | Swift*

*Battle Frontier tutor move (*Emerald*)

331 Cacnea™

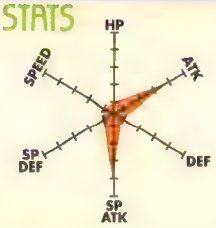
GRASS

GENERAL INFO

SPECIES: Cactus Pokémon
HEIGHT: 1'04"
WEIGHT: 113 lbs.
ABILITY: Sand Veil

Cacnea's evasion stat rises when a sandstorm blows.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Rare
Route 111

SAPPHIRE — **Rarity:** Rare
Route 111

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Route 111

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Poison Sting	Poison	15	100	35
—	Leer	Normal	—	100	30
5	Absorb	Grass	20	100	20
9	Growth	Normal	—	—	40
13	Leech Seed	Grass	—	90	10
17	Sand-Attack	Ground	—	100	15
21	Pin Missile	Bug	14	85	20
25	Ingrain	Grass	—	100	20
29	Faint Attack	Dark	60	—	20
33	Spikes	Ground	—	—	20
37	Needle Arm	Grass	60	100	15
41	Cotton Spore	Grass	—	85	40
45	Sandstorm	Rock	—	—	10
49	Destiny Bond*	Ghost	—	—	5

* Not Available in *Emerald*

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Grasswhistle	Grass	—	55	15
Acid	Poison	40	100	30
Teeter Dance	Normal	—	100	20
Dynamicpunch	Fighting	100	50	5
Counter	Fighting	—	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Punch*	Mimic	Seismic Toss*
Substitute	Swords Dance*	

***Emerald* Only**

Dynamicpunch	Endure*	Fury Cutter
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

332 Cacturne™

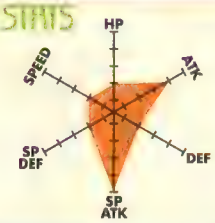
GRASS DARK

GENERAL INFO

SPECIES: Scarecrow Pokémon
HEIGHT: 4'03"
WEIGHT: 171 lbs.
ABILITY: Sand Veil

Cacturne's evasion stat rises when a sandstorm blows.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Cacnea

SAPPHIRE — **Rarity:** Evolve
Evolve Cacnea

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Cacnea

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Revenge	Fighting	60	100	10
—	Poison Sting	Poison	15	100	35
—	Leer	Normal	—	100	30
—	Absorb	Grass	20	100	20
—	Growth	Normal	—	—	40
13	Leech Seed	Grass	—	90	10
17	Sand-Attack	Ground	—	100	15
21	Pin Missile	Bug	14	85	20
25	Ingrain	Grass	—	100	20
29	Faint Attack	Dark	60	—	20
35	Spikes	Ground	—	—	20
41	Needle Arm	Grass	60	100	15
47	Cotton Spore	Grass	—	85	40
53	Sandstorm	Rock	—	—	10
59	Destiny Bond*	Ghost	—	—	5

* Not Available in *Emerald*

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Seismic Toss*	Substitute	Swords Dance*

***Emerald* Only**

Dynamicpunch	Endure*	Fury Cutter
Mud-Slap*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

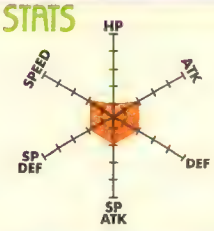
333 Swablu™

NORMAL FLYING

GENERAL INFO

SPECIES: Cotton Bird Pokémon
HEIGHT: 1'04"
WEIGHT: 3 lbs.
ABILITY: Natural Cure
Any negative status conditions are healed when Swablu is removed from battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Route 114, Route 115

SAPPHIRE Rarity: Rare
Route 114, Route 115

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

COLOSSEUM Rarity: Only One
Pyrite Cave

EMERALD Rarity: Common
Route 114, Route 115

XD Rarity: None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
8	Astonish	Ghost	30	100	15
11	Sing	Normal	—	55	15
18	Fury Attack	Normal	15	85	20
21	Safeguard	Normal	—	—	25
28	Mist	Ice	—	—	30
31	Take Down	Normal	90	85	20
38	Mirror Move	Flying	—	—	20
41	Refresh	Normal	—	100	20
48	Perish Song	Normal	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15

EGG MOVES*

Name	Type	Power	ACC	PP
Agility	Psychic	—	—	30
Haze	Ice	—	—	30
Pursuit	Dark	40	100	20
Rage	Normal	20	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

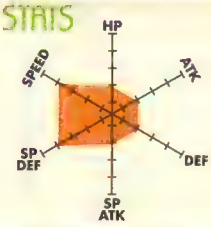
334 Altaria™

DRAGON FLYING

GENERAL INFO

SPECIES: Humming Pokémon
HEIGHT: 3'07"
WEIGHT: 45 lbs.
ABILITY: Natural Cure
Any negative status conditions are healed when Altaria is removed from battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Rare
Sky Pillar

SAPPHIRE Rarity: Rare
Sky Pillar

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

COLOSSEUM Rarity: Evolve
Evolve Swablu

EMERALD Rarity: Rare
Evolve Swablu, Sky Pillar

XD Rarity: Only One
Citadark Island (Capture from Admin Lovrina)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Peck	Flying	35	100	35
—	Growl	Normal	—	100	40
—	Sing	Normal	—	55	15
—	Astonish	Ghost	30	100	15
18	Fury Attack	Normal	15	85	20
21	Safeguard	Normal	—	—	25
28	Mist	Ice	—	—	30
31	Take Down	Normal	90	85	20
35	Dragonbreath	Dragon	60	100	20
40	Dragon Dance	Dragon	—	—	20
45	Refresh	Normal	—	100	20
54	Perish Song	Normal	—	—	5
59	Sky Attack	Flying	140	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
HM02	Fly	Flying	70	95	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

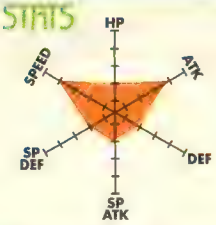
*Battle Frontier tutor move (*Emerald*)

335 Zangoose™

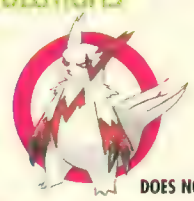
GENERAL INFO

SPECIES: Cat Ferret Pokémon
HEIGHT: 4'03"
WEIGHT: 89 lbs.
ABILITY: Immunity
Zangoose cannot be poisoned.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Rare
Route 114

SAPPHIRE Rarity: None
Trade from *Ruby*

FIRERED Rarity: None
Trade from *Ruby*

LEAFGREEN Rarity: None
Trade from *Ruby*

COLOSSEUM Rarity: None
Trade from *Ruby*

EMERALD Rarity: None
Trade from *Ruby*

XD Rarity: Only One
Cipher Key Lair (Capture from Bodybuilder Zook)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
4	Leer	Normal	—	100	30
7	Quick Attack	Normal	40	100	30
10	Swords Dance	Normal	—	—	30
13	Fury Cutter	Bug	10	95	20
19	Slash	Normal	70	100	20
25	Pursuit	Dark	40	100	20
31	Crush Claw	Normal	75	95	10
37	Taunt	Dark	—	100	20
46	Detect	Fighting	—	—	5
55	False Swipe	Normal	40	100	40

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Flail	Normal	—	100	15
Double Kick	Fighting	30	100	30
Razor Wind	Normal	80	100	10
Counter	Fighting	—	100	20
Roar	Normal	—	100	20
Curse	—	—	—	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Fury Cutter	Ice Punch*
Icy Wind*	Mud-Slap*	Rollout
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

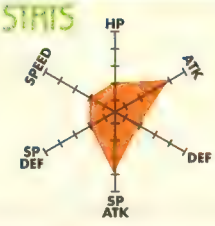
336 Seviper™

POISON

GENERAL INFO

SPECIES: Fang Snake Pokémon
HEIGHT: 8'10"
WEIGHT: 116 lbs.
ABILITY: Shed Skin
Every turn, Seviper has a 1/3 chance of recovering from a status condition.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Sapphire/Emerald*

SAPPHIRE Rarity: Rare
Route 114

FIRERED Rarity: None
Trade from *Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Sapphire/Emerald*

EMERALD Rarity: Rare
Route 114

XD Rarity: None
Trade from *Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wrap	Normal	15	85	20
7	Lick	Ghost	20	100	30
10	Bite	Dark	60	100	25
16	Poison Tail	Poison	50	100	25
19	Screech	Normal	—	85	40
25	Glare	Normal	—	75	30
28	Crunch	Dark	80	100	15
34	Poison Fang	Poison	50	100	15
37	Swagger	Normal	—	90	15
43	Haze	Ice	—	—	30

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Stockpile	Normal	—	—	10
Swallow	Normal	—	—	10
Spit Up	Normal	100	100	10
Body Slam	Normal	85	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Fury Cutter	Mud-Slap*
Sleep Talk	Snore*	Swagger
Swift*		

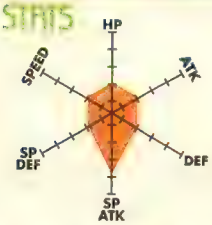
*Battle Frontier tutor move (*Emerald*)

337 Lunatone™

GENERAL INFO

SPECIES: Meteorite Pokémon
HEIGHT: 3'03"
WEIGHT: 370 lbs.
ABILITY: Levitate
Lunatone is not affected by Ground-type moves.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Sapphire*

SAPPHIRE Rarity: Common
Meteor Falls

FIRERED Rarity: None
Trade from *Sapphire*

LEAFGREEN Rarity: None
Trade from *Sapphire*

COLOSSEUM Rarity: None
Trade from *Sapphire*

EMERALD Rarity: None
Trade from *Sapphire*

XD Rarity: Only One
Phenac City (Capture from Cipher Admin Snattle)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Harden	Normal	—	—	30
7	Confusion	Psychic	50	100	25
13	Rock Throw	Rock	50	90	15
19	Hypnosis	Psychic	—	60	20
25	Psywave	Psychic	—	80	15
31	Cosmic Power	Normal	—	—	20
37	Psychic	Psychic	90	100	10
43	Future Sight	Psychic	80	90	15
49	Explosion	Normal	250	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

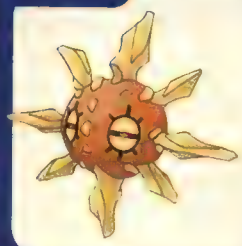
Body Slam*	Double-Edge	Dream Eater*
Explosion	Mimic	Rock Slide*
Substitute		

***Emerald* Only**

Defense Curl*	Endure*	Psych Up*
Rollout	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

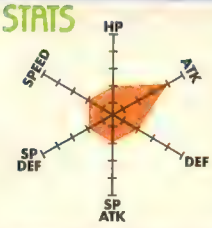
338 Solrock™



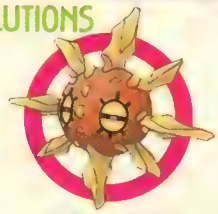
GENERAL INFO

SPECIES: Meteorite Pokémon
HEIGHT: 3'11"
WEIGHT: 340 lbs.
ABILITY: Levitate
Solrock is not affected by Ground-type moves.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Common
Meteor Falls

SAPPHIRE Rarity: None
Trade from *Ruby/Emerald*

FIRERED Rarity: None
Trade from *Ruby/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Emerald*

EMERALD Rarity: Common
Meteor Falls

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Snattle)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Harden	Normal	—	—	30
—	Tackle	Normal	35	95	35
7	Confusion	Psychic	50	100	25
13	Rock Throw	Rock	50	90	15
19	Fire Spin	Fire	15	70	15
25	Psywave	Psychic	—	80	15
31	Cosmic Power	Normal	—	—	20
37	Rock Slide	Rock	75	90	10
43	Solorbeam	Grass	120	100	10
49	Explosion	Normal	250	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Normal	—	—	30
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
TM50	Overheat	Fire	140	90	5
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Explosion	Mimic	Rock Slide*
Substitute		

***Emerald* Only**

Defense Curl*	Endure*	Psych Up*
Rollout	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

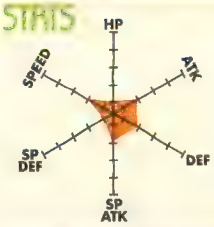
339 Barboach™

WATER GROUND

GENERAL INFO

SPECIES: Whiskers Pokémon
HEIGHT: 1'04"
WEIGHT: 4 lbs.
ABILITY: Oblivious
Barboach is not affected by the Attract condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Rare
Victory Road, Routes 111, 114, 120

SAPPHIRE **Rarity:** Rare
Victory Road, Routes 111, 114, 120

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Common
Routes 111, 114, 120, Meteor Falls, Victory Road

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Mud-Slap	Ground	20	100	10
—	Mud Sport	Ground	—	100	15
—	Water Sport	Water	—	100	15
11	Water Gun	Water	40	100	25
16	Magnitude	Ground	—	100	30
21	Amnesia	Psychic	—	—	20
26	Rest	Psychic	—	—	10
26	Snore	Normal	40	100	15
31	Earthquake	Ground	100	100	10
36	Future Sight	Psychic	80	90	15
41	Fissure	Ground	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Thrash	Normal	90	100	20
Whirlpool	Water	15	70	15
Spark	Electric	65	100	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

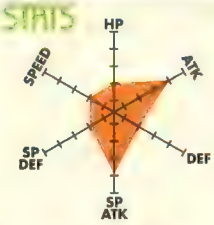
340 Whiscash™

WATER GROUND

GENERAL INFO

SPECIES: Whiskers Pokémon
HEIGHT: 2'11"
WEIGHT: 52 lbs.
ABILITY: Oblivious
Whiscash is not affected by the Attract condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** Rare
Victory Road, Meteor Falls

SAPPHIRE **Rarity:** Rare
Victory Road, Meteor Falls

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Common
Evolve Barboach, Meteor Falls, Victory Road

XD **Rarity:** None
Trade from *Ruby/Sapphire*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tickle	Normal	—	100	20
—	Mud-Slap	Ground	20	100	10
—	Mud Sport	Ground	—	100	15
—	Water Sport	Water	—	100	15
11	Water Gun	Water	40	100	25
16	Magnitude	Ground	—	100	30
21	Amnesia	Psychic	—	—	20
26	Rest	Psychic	—	—	10
26	Snore	Normal	40	100	15
36	Earthquake	Ground	100	100	10
46	Future Sight	Psychic	80	90	15
56	Fissure	Ground	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Rock Slide*
Substitute		

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

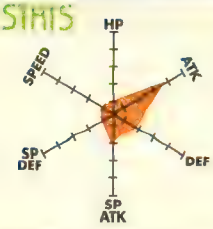
341 Corphish™

WATER

GENERAL INFO

SPECIES: Ruffian Pokémon
HEIGHT: 2'00"
WEIGHT: 25 lbs.
ABILITY 1: Shell Armor
Prevents the opponent Pokémon from scoring a critical hit.
ABILITY 2: Hyper Cutter
Corphish's attack power cannot be lowered.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Common
Route 102, Route 117, Petalburg City

SAPPHIRE Rarity: Common
Route 102, Route 117, Petalburg City

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Route 102, Route 117

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
7	Harden	Normal	—	—	30
10	Vicegrip	Normal	55	100	30
13	Leer	Normal	—	100	30
19	Bubblebeam	Water	65	100	20
22	Protect	Normal	—	—	10
25	Knock Off	Dark	20	100	20
31	Taunt	Dark	—	100	20
34	Crabhammer	Water	90	85	10
37	Swords Dance	Normal	—	—	30
43	Crunch*	Dark	80	100	15
46	Guillotine	Normal	—	30	5

* Not Available in *Emerald*

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Mud Sport	Ground	—	100	15
Endeavor	Normal	—	100	5
Body Slam	Normal	85	100	15
Ancientpower	Rock	60	100	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Swords Dance*

***Emerald* Only**

Endure*	Fury Cutter	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger		

*Battle Frontier tutor move (*Emerald*)

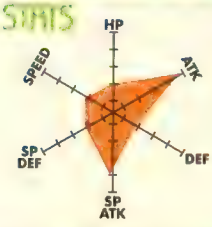
342 Crawdaunt™

WATER DARK

GENERAL INFO

SPECIES: Rogue Pokémon
HEIGHT: 3'07"
WEIGHT: 72 lbs.
ABILITY 1: Shell Armor
Prevents the opponent Pokémon from scoring a critical hit.
ABILITY 2: Hyper Cutter
Crawdaunt's attack power cannot be lowered.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Corphish

SAPPHIRE Rarity: Evolve
Evolve Corphish

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Corphish

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bubble	Water	20	100	30
—	Harden	Normal	—	—	30
—	Vicegrip	Normal	55	100	30
—	Leer	Normal	—	100	30
19	Bubblebeam	Water	65	100	20
22	Protect	Normal	—	—	10
25	Knock Off	Dark	20	100	20
33	Taunt	Dark	—	100	20
38	Crabhammer	Water	90	85	10
43	Swords Dance	Normal	—	—	30
51	Crunch	Dark	80	100	15
56	Guillotine	Normal	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mimic	Substitute	Swords Dance*

***Emerald* Only**

Endure*	Fury Cutter	Icy Wind*
Mud-Slap*	Sleep Talk	Snore*
Swagger	Swift*	

*Battle Frontier tutor move (*Emerald*)

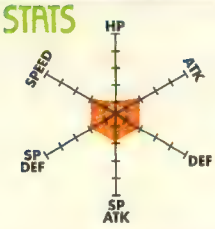
343 Baltoy™

GROUND PSYCHIC

GENERAL INFO

SPECIES: Clay Doll Pokémon
HEIGHT: 1'08"
WEIGHT: 47 lbs.
ABILITY: Levitate
Baltoy is not affected by Ground-type moves.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Rare
Route 111

SAPPHIRE Rarity: Rare
Route 111

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Route 111

XD Rarity: Only One
Cipher Lab (Capture from Cipher Peon Browsix)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Confusion	Psychic	50	100	25
3	Harden	Normal	—	—	30
5	Rapid Spin	Normal	20	100	40
7	Mud-Slap	Ground	20	100	10
11	Psybeam	Psychic	65	100	20
15	Rock Tomb	Rock	50	80	10
19	Selfdestruct	Normal	200	100	5
25	Ancientpower	Rock	60	100	5
31	Sandstorm	Rock	—	—	10
37	Cosmic Power	Normal	—	—	20
45	Explosion	Normal	250	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Explosion
Mimic	Rock Slide*	Substitute

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

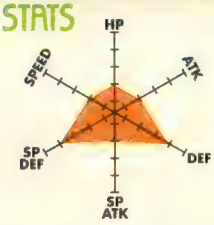
344 Claydol™

GROUND PSYCHIC

GENERAL INFO

SPECIES: Clay Doll Pokémon
HEIGHT: 4'11"
WEIGHT: 238 lbs.
ABILITY: Levitate
Claydol is not affected by Ground-type moves.

STATS



EVOLUTIONS

LOCATIONS:

RUBY Rarity: Common
Evolve Baltoy, Sky Pillar

SAPPHIRE Rarity: Common
Evolve Baltoy, Sky Pillar

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Evolve Baltoy, Sky Pillar

XD Rarity: Evolve
Evolve Baltoy

MOVES

Level	Attack	Type	Power	ACC	PP
—	Teleport	Psychic	—	—	20
—	Confusion	Psychic	50	100	25
—	Harden	Normal	—	—	30
—	Rapid Spin	Normal	20	100	40
7	Mud-Slap	Ground	20	100	10
11	Psybeam	Psychic	65	100	20
15	Rock Tomb	Rock	50	80	10
19	Selfdestruct	Normal	200	100	5
25	Ancientpower	Rock	60	100	5
31	Sandstorm	Rock	—	—	10
36	Hyper Beam	Normal	150	90	5
42	Cosmic Power	Normal	—	—	20
55	Explosion	Normal	250	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Explosion
Mimic	Rock Slide*	Substitute

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

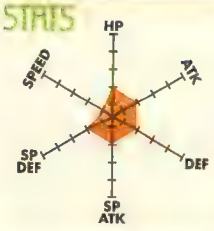
345 Lileep™

ROCK GRASS

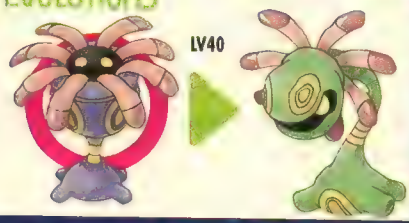
GENERAL INFO

SPECIES: Sea Lily Pokémon
HEIGHT: 3'03"
WEIGHT: 52 lbs.
ABILITY: Suction Cups
Lileep cannot be switched out of the battle by the Roar or Whirlwind moves.

STATS



EVOLUTIONS



LOCATIONS

RUBY Rarity: Only One
Obtained on Route 111

SAPPHIRE Rarity: Only One
Obtained on Route 111

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Only One
Route 111 (Root Fossil—bring to Devon Corp. in Rustboro)

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Astonish	Ghost	30	100	15
8	Constrict	Normal	10	100	35
15	Acid	Poison	40	100	30
22	Ingrain	Grass	—	100	20
29	Confuse Ray	Ghost	—	100	10
36	Amnesia	Psychic	—	—	20
43	Ancientpower	Rock	60	100	5
50	Stockpile	Normal	—	—	10
50	Spit Up	Normal	100	100	10
50	Swallow	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Rock	—	—	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Barrier	Psychic	—	—	30
Recover	Normal	—	—	20
Mirror Coat	Psychic	—	100	20
Rock Slide	Rock	75	90	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

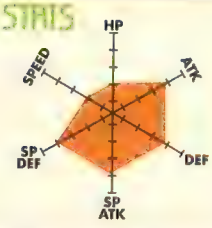
346 Cradily™

ROCK GRASS

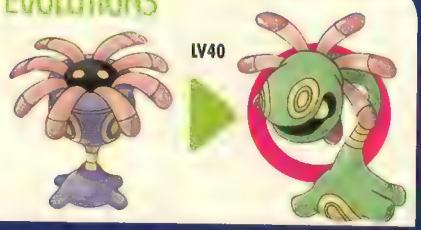
GENERAL INFO

SPECIES: Barnacle Pokémon
HEIGHT: 4'11"
WEIGHT: 133 lbs.
ABILITY: Suction Cups
Cradily cannot be switched out of the battle by the Roar or Whirlwind moves.

STATS



EVOLUTIONS



LOCATIONS

RUBY Rarity: None
Evolve Lileep

SAPPHIRE Rarity: None
Evolve Lileep

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Lileep

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Astonish	Ghost	30	100	15
—	Constrict	Normal	10	100	35
—	Acid	Poison	40	100	30
—	Ingrain	Grass	—	100	20
29	Confuse Ray	Ghost	—	100	10
36	Amnesia	Psychic	—	—	20
48	Ancientpower	Rock	60	100	5
60	Stockpile	Normal	—	—	10
60	Spit Up	Normal	100	100	10
60	Swallow	Normal	—	—	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Snore*	Swagger

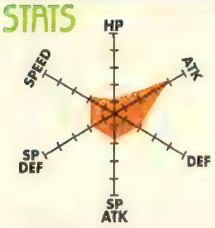
*Battle Frontier tutor move (*Emerald*)

347 Anorith™

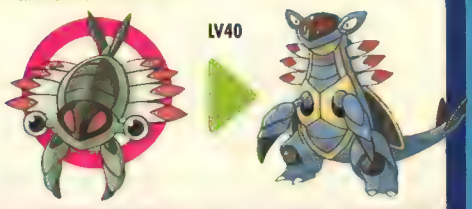
GENERAL INFO

SPECIES: Old Shrimp Pokémon
HEIGHT: 2'04"
WEIGHT: 28 lbs.
ABILITY: Battle Armor
Prevents the opponent Pokémon from scoring a critical hit.

STATS



EVOLUTIONS



LOCATIONS:

RUBY — **Rarity:** Only One
Route 111 (Claw Fossil—bring to Devon Corp. in Rustboro)

SAPPHIRE — **Rarity:** Only One
Route 111 (Claw Fossil—bring to Devon Corp. in Rustboro)

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Only One
Route 111 (Claw Fossil—bring to Devon Corp. in Rustboro)

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
7	Harden	Normal	—	—	30
13	Mud Sport	Ground	—	100	15
19	Water Gun	Water	40	100	25
25	Metal Claw	Steel	50	95	35
31	Protect	Normal	—	—	10
37	Ancientpower	Rock	60	100	5
43	Fury Cutter	Bug	10	95	20
49	Slash	Normal	70	100	20
55	Rock Blast	Rock	25	80	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Knock Off	Dark	20	100	20
Rock Slide	Rock	75	90	10
Rapid Spin	Normal	20	100	40
Swords Dance	Normal	—	—	30

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	Swords Dance*

***Emerald* Only**

Endure*	Fury Cutter	Mud-Slap*
Sleep Talk	Snore*	Swagger

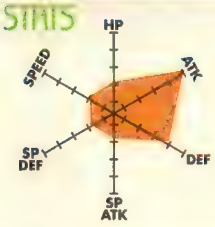
*Battle Frontier tutor move (*Emerald*)

348 Armaldo™

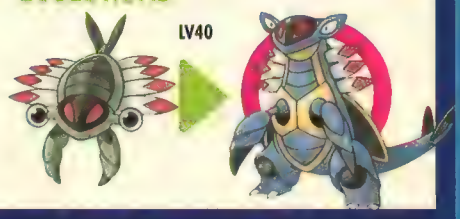
GENERAL INFO

SPECIES: Plate Pokémon
HEIGHT: 4'11"
WEIGHT: 150 lbs.
ABILITY: Battle Armor
Prevents the opponent Pokémon from scoring a critical hit.

STATS



EVOLUTIONS



LOCATIONS:

RUBY — **Rarity:** Evolve
Evolve Anorith

SAPPHIRE — **Rarity:** Evolve
Evolve Anorith

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Anorith

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
—	Harden	Normal	—	—	30
—	Mud Sport	Ground	—	100	15
—	Water Gun	Water	40	100	25
25	Metal Claw	Steel	50	95	35
31	Protect	Normal	—	—	10
37	Ancientpower	Rock	60	100	5
46	Fury Cutter	Bug	10	95	20
55	Slash	Normal	70	100	20
64	Rock Blast	Rock	25	80	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*		

***Emerald* Only**

Endure*	Fury Cutter	Mud-Slap*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

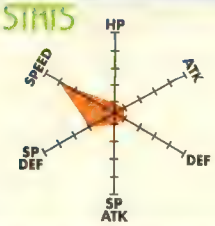
349 Feebas™

WATER

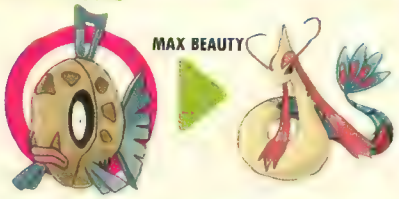
GENERAL INFO

SPECIES: Fish Pokémon
HEIGHT: 2'00"
WEIGHT: 16 lbs.
ABILITY: Swift Swim
Doubles Feebas's Speed when it's raining.

STATS



EVOLUTIONS



LOCATION(S):

RUBY — **Rarity:** Rare
Route 119 (Six random spots to fish from, depending on the current Trendy Phrase in Dewford Town)

SAPPHIRE — **Rarity:** Rare
Route 119 (Six random spots to fish from, depending on the current Trendy Phrase in Dewford Town)

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Route 119 (Six random spots to fish from, depending on the current Trendy Phrase in Dewford Town)

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
15	Tackle	Normal	35	95	35
30	Flail	Normal	—	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Mirror Coat	Psychic	—	100	20
Dragonbreath	Dragon	60	100	20
Mud Sport	Ground	—	100	15
Hypnosis	Psychic	—	60	20
Light Screen	Psychic	—	—	30
Confuse Ray	Ghost	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

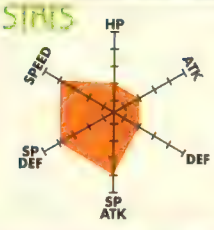
350 Milotic™

WATER

GENERAL INFO

SPECIES: Tender Pokémon
HEIGHT: 20'04"
WEIGHT: 357 lbs.
ABILITY: Marvel Scale
Marvel Scale multiplies Defense by 1.5 when Milotic has a status condition.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Feebas

SAPPHIRE — **Rarity:** Evolve
Evolve Feebas

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Feebas

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Gun	Water	40	100	25
—	Wrap	Normal	15	85	20
10	Water Sport	Water	—	100	15
15	Refresh	Normal	—	100	20
20	Water Pulse	Water	60	100	20
25	Twister	Dragon	40	100	20
30	Recover	Normal	—	—	20
35	Rain Dance	Water	—	—	5
40	Hydro Pump	Water	120	80	5
45	Attract	Normal	—	100	15
50	Safeguard	Normal	—	—	25

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Swift*	

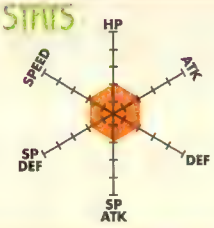
*Battle Frontier tutor move (*Emerald*)

351 Castform™

GENERAL INFO

SPECIES: Weather Pokémon
HEIGHT: 1'00"
WEIGHT: 2 lbs.
ABILITY: Forecast
Changes Castform's type and shape depending upon the weather.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: **Only One**
Route 119 (Weather Institute)

SAPPHIRE Rarity: **Only One**
Route 119 (Weather Institute)

FIRERED Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: **Only One**
Route 119 (Weather Institute)

XD Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
10	Water Gun	Water	40	100	25
10	Ember	Fire	40	100	25
10	Powder Snow	Ice	40	100	25
20	Rain Dance	Water	—	—	5
20	Sunny Day	Fire	—	—	5
20	Hail	Ice	—	—	10
30	Weather Ball	Normal	50	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Future Sight	Psychic	80	90	15
Psych Up	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Psych Up*	Sleep Talk	Snore*
Swagger	Swift*	

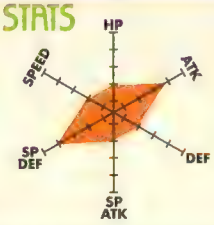
*Battle Frontier tutor move (*Emerald*)

352 Kecleon™

GENERAL INFO

SPECIES: Color Swap Pokémon
HEIGHT: 3'03"
WEIGHT: 49 lbs.
ABILITY: Change Color
Changes Kecleon's type to the type of move that hits it.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY Rarity: **Rare**
Routes 118, 119, 120, 121, 123 (Devon Scope)

SAPPHIRE Rarity: **Rare**
Routes 118, 119, 120, 121, 123 (Devon Scope)

FIRERED Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: **Rare**
Routes 118, 119, 120, 121, 123 (Devon Scope)

XD Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Thief	Dark	40	100	10
—	Tail Whip	Normal	—	100	30
—	Astonish	Ghost	30	100	15
—	Lick	Ghost	20	100	30
—	Scratch	Normal	40	100	35
4	Bind	Normal	15	75	20
7	Faint Attack	Dark	60	—	20
12	Fury Swipes	Normal	18	80	15
17	Psybeam	Psychic	65	100	20
24	Screech	Normal	—	85	40
31	Slash	Normal	70	100	20
40	Substitute	Normal	—	—	10
49	Ancientpower	Rock	60	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Disable	Normal	—	55	20
Magic Coat	Psychic	—	100	15
Trick	Psychic	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Thunder Wave*		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Fury Cutter	Ice Punch*
Icy Wind*	Metronome	Mud-Slap*
Psych Up*	Rollout	Sleep Talk
Snore*	Swagger	Swift*
Thunderpunch*		

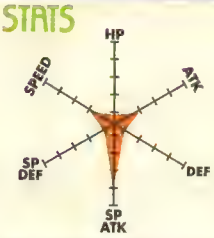
*Battle Frontier tutor move (*Emerald*)

353 Shuppet™

GENERAL INFO

SPECIES: Puppet Pokémon
HEIGHT: 2'00"
WEIGHT: 5 lbs.
ABILITY: Insomnia
Shuppet cannot be put to sleep.

STATS



EVOLUTIONS

LOCATIONS

RUBY Rarity: Common
Mt. Pyre

SAPPHIRE Rarity: Common
Route 121, Mt. Pyre

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Route 121, Route 123, Mt. Pyre

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Knock Off	Dark	20	100	20
8	Screech	Normal	—	85	40
13	Night Shade	Ghost	—	100	15
20	Curse	—	—	—	10
25	Spite	Ghost	—	100	10
32	Will-O-Wisp	Fire	—	75	15
37	Faint Attack	Dark	60	—	20
44	Shadow Ball	Ghost	80	100	15
49	Snatch	Dark	—	100	10
56	Grudge	Ghost	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Disable	Normal	—	55	20
Destiny Bond	Ghost	—	—	5
Foresight	Normal	—	100	40
Astonish	Ghost	30	100	15
Imprison	Psychic	—	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger

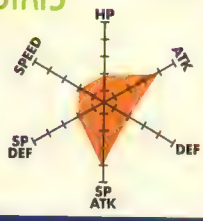
*Battle Frontier tutor move (*Emerald*)

354 Banette™

GENERAL INFO

SPECIES: Marionette Pokémon
HEIGHT: 3'07"
WEIGHT: 28 lbs.
ABILITY: Insomnia
Banette cannot be put to sleep.

STATS



EVOLUTIONS

LOCATIONS

RUBY Rarity: Evolve
Evolve Shuppet

SAPPHIRE Rarity: Common
Sky Pillar

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Evolve Shuppet, Sky Pillar

XD Rarity: Only One
Citadark Island (Capture from Cipher Peon Litnar)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Knock Off	Dark	20	100	20
—	Screech	Normal	—	85	40
—	Night Shade	Ghost	—	100	15
—	Curse	—	—	—	10
25	Spite	Ghost	—	100	10
32	Will-O-Wisp	Fire	—	75	15
39	Faint Attack	Dark	60	—	20
48	Shadow Ball	Ghost	80	100	15
55	Snatch	Dark	—	100	10
64	Grudge	Ghost	—	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Metronome	Mimic	Substitute
Thunder Wave*		

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger		

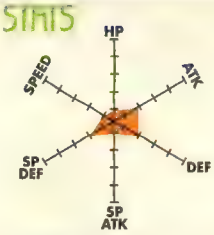
*Battle Frontier tutor move (*Emerald*)

355 Duskull™

GENERAL INFO

SPECIES: Requiem Pokémon
HEIGHT: 2'07"
WEIGHT: 33 lbs.
ABILITY: Levitate
Duskull is not affected by Ground-type moves.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Route 121, Mt. Pyre

SAPPHIRE — **Rarity:** Common
Mt. Pyre

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Common
Mt. Pyre

XD — **Rarity:** Only One
Pyrite Town (Capture from Cipher Peon Lobar)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Night Shade	Ghost	—	100	15
5	Disable	Normal	—	55	20
12	Foresight	Normal	—	100	40
16	Astonish	Ghost	30	100	15
23	Confuse Ray	Ghost	—	100	10
27	Pursuit	Dark	40	100	20
34	Curse	—	—	—	10
38	Will-O-Wisp	Fire	—	75	15
45	Mean Look	Normal	—	100	5
49	Future Sight	Psychic	80	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Imprison	Psychic	—	100	15
Destiny Bond	Ghost	—	—	5
Grudge	Ghost	—	100	5
Memento	Dark	—	100	10
Faint Attack	Dark	60	—	20
Pain Split	Normal	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	

***Emerald* Only**

Endure*	Icy Wind*	Psych Up*
Sleep Talk	Snore*	Swagger

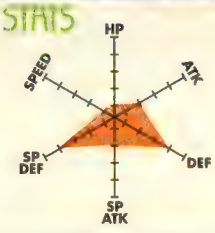
*Bottle Frontier tutor move (*Emerald*)

356 Dusclops™

GENERAL INFO

SPECIES: Beckon Pokémon
HEIGHT: 5'03"
WEIGHT: 67 lbs.
ABILITY: Pressure
The opponent spends 2 PP for damage inflicted against Dusclops.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Sky Pillar

SAPPHIRE — **Rarity:** Evolve
Evolve Duskull

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Duskull

XD — **Rarity:** Evolve
Evolve Duskull

MOVES

Level	Attack	Type	Power	ACC	PP
—	Bind	Normal	15	75	20
—	Leer	Normal	—	100	30
—	Night Shade	Ghost	—	100	15
—	Disable	Normal	—	55	20
12	Foresight	Normal	—	100	40
16	Astonish	Ghost	30	100	15
23	Confuse Ray	Ghost	—	100	10
27	Pursuit	Dark	40	100	20
34	Curse	—	—	—	10
37	Shadow Punch	Ghost	60	—	20
41	Will-O-Wisp	Fire	—	75	15
51	Mean Look	Normal	—	100	5
58	Future Sight	Psychic	80	90	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Metronome	Mimic	Rock Slide*
Seismic Toss*	Substitute	

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Psych Up*	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Bottle Frontier tutor move (*Emerald*)

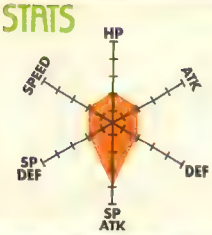
357 Tropius™

GRASS FLYING

GENERAL INFO

SPECIES: Fruit Pokémon
HEIGHT: 6'07"
WEIGHT: 221 lbs.
ABILITY: Chlorophyll
Doubles Tropius's Speed when the sunlight is strong.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY — **Rarity:** Rare
Route 119

SAPPHIRE — **Rarity:** Rare
Route 119

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

COLOSSEUM — **Rarity:** Only One
Realgam Tower

EMERALD — **Rarity:** Rare
Route 119

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Gust	Flying	40	100	35
7	Growth	Normal	—	—	40
11	Razor Leaf	Grass	55	95	25
17	Stomp	Normal	65	100	20
21	Sweet Scent	Normal	—	100	20
27	Whirlwind	Normal	—	100s	20
31	Magical Leaf	Grass	60	—	20
37	Body Slam	Normal	85	100	15
41	Solarbeam	Grass	120	100	10
47	Synthesis	Grass	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Headbutt	Normal	70	100	15
Slam	Normal	80	75	20
Razor Wind	Normal	80	100	10
Leech Seed	Grass	—	90	10
Nature Power	Normal	—	95	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute	Swords Dance*	

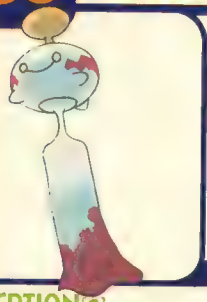
***Emerald* Only**

Endure*	Fury Cutter	Mud-Slap*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

358 Chimecho™

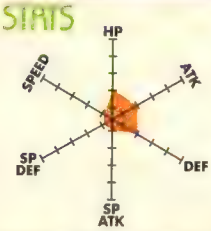
PSYCHIC



GENERAL INFO

SPECIES: Wind Chime Pokémon
HEIGHT: 2'00"
WEIGHT: 2 lbs.
ABILITY: Levitate
Chimecho is not affected by Ground-type moves.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY — **Rarity:** Rare
Mt. Pyre

SAPPHIRE — **Rarity:** Rare
Mt. Pyre

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Rare
Mt. Pyre

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wrap	Normal	15	85	20
6	Growl	Normal	—	100	40
9	Astonish	Ghost	30	100	15
14	Confusion	Psychic	50	100	25
17	Take Down	Normal	90	85	20
22	Uproar	Normal	50	100	10
25	Yawn	Normal	—	100	10
30	Psywave	Psychic	—	80	15
33	Double-Edge	Normal	120	100	15
38	Heal Bell	Normal	—	—	5
41	Safeguard	Normal	—	—	25
46	Psychic	Psychic	90	100	10

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Disable	Normal	—	55	20
Curse	—	—	—	10
Hypnosis	Psychic	—	60	20
Dream Eater	Psychic	100	100	15

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Dream Eater*	Mimic
Substitute		

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Psych Up*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

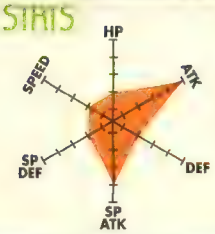
359 Absol™

DARK

GENERAL INFO

SPECIES: Disaster Pokémon
HEIGHT: 3'11"
WEIGHT: 104 lbs.
ABILITY: Pressure
When hit by a move, the opponent's Pokémon loses 2 PP.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY — **Rarity:** Rare
Route 120

SAPPHIRE — **Rarity:** Rare
Route 120

FIRERED — **Rarity:** None
Route 120

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

COLOSSEUM — **Rarity:** Only One
Realgam Tower

EMERALD — **Rarity:** Rare
Route 120

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Colosseum/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Scratch	Normal	40	100	35
5	Leer	Normal	—	100	30
9	Taunt	Dark	—	100	20
13	Quick Attack	Normal	40	100	30
17	Razor Wind	Normal	80	100	10
21	Bite	Dark	60	100	25
26	Swords Dance	Normal	—	—	30
31	Double Team	Normal	—	—	15
36	Slash	Normal	70	100	20
41	Future Sight	Psychic	80	90	15
46	Perish Song	Normal	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Baton Pass	Normal	—	—	40
Faint Attack	Dark	60	—	20
Double-Edge	Normal	120	100	15
Magic Coat	Psychic	—	100	15
Curse	—	—	—	10
Substitute	Normal	—	—	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mimic	Rock Slide*
Substitute	Swords Dance*	Thunder Wave*

***Emerald* Only**

Endure*	Mud-Slap*	Psych Up*
Sleep Talk	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

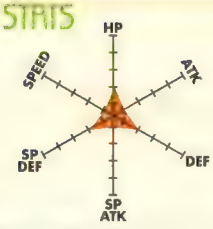
360 Wynaut™

PSYCHIC

GENERAL INFO

SPECIES: Bright Pokémon
HEIGHT: 2'00"
WEIGHT: 31 lbs.
ABILITY: Shadow Tag
The opponent Pokémon cannot run or switch out from the battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Lavaridge Town (Receive Egg)

SAPPHIRE — **Rarity:** Common
Lavaridge Town (Receive Egg)

FIRERED — **Rarity:** Breed
Must Breed two Wobbuffet; one needs Lax Incense attached

LEAFGREEN — **Rarity:** Breed
Must Breed two Wobbuffet; one needs Lax Incense attached

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Common
Lavaridge Town (Receive Egg), Mirage Island

XD — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Splash	Normal	—	—	40
—	Charm	Normal	—	100	20
—	Encore	Normal	—	100	5
15	Counter	Fighting	—	100	20
15	Mirror Coat	Psychic	—	100	20
15	Safeguard	Normal	—	—	25
15	Destiny Bond	Ghost	—	—	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

EGG MOVES*

Name	Type	Power	ACC	PP
None				

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

None

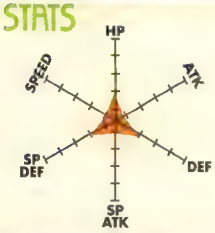
361 Snorunt™

ICE

GENERAL INFO

SPECIES: Snow Hat Pokémon
HEIGHT: 2'04"
WEIGHT: 37 lbs.
ABILITY: Inner Focus
Prevents Snorunt from flinching.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Shoal Cave

SAPPHIRE — **Rarity:** Common
Shoal Cave

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Common
Shoal Cave

XD — **Rarity:** Only One
Phenac City (Capture from Cipher Peon Exinn)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Powder Snow	Ice	40	100	25
—	Leer	Normal	—	100	30
7	Double Team	Normal	—	—	15
10	Bite	Dark	60	100	25
16	Icy Wind	Ice	55	95	15
19	Headbutt	Normal	70	100	15
25	Protect	Normal	—	—	10
28	Crunch	Dark	80	100	15
34	Ice Beam	Ice	95	100	10
37	Hail	Ice	—	—	10
43	Blizzard	Ice	120	70	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

EGG MOVES*

Name	Type	Power	ACC	PP
Block	Normal	—	100	5
Spikes	Ground	—	—	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Mimic | Substitute

***Emerald* Only**

Endure* | Icy Wind* | Sleep Talk | Snore* | Swagger

*Battle Frontier tutor move (*Emerald*)

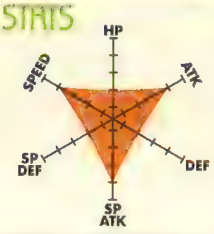
362 Glalie™

ICE

GENERAL INFO

SPECIES: Face Pokémon
HEIGHT: 4'11"
WEIGHT: 566 lbs.
ABILITY: Inner Focus
Prevents Glalie from flinching.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Snorunt

SAPPHIRE — **Rarity:** Evolve
Evolve Snorunt

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Snorunt

XD — **Rarity:** Evolve
Evolve Snorunt

MOVES

Level	Attack	Type	Power	ACC	PP
—	Powder Snow	Ice	40	100	25
—	Leer	Normal	—	100	30
—	Double Team	Normal	—	—	15
—	Bite	Dark	60	100	25
16	Icy Wind	Ice	55	95	15
19	Headbutt	Normal	70	100	15
25	Protect	Normal	—	—	10
28	Crunch	Dark	80	100	15
34	Ice Beam	Ice	95	100	10
42	Hail	Ice	—	—	10
53	Blizzard	Ice	120	70	5
61	Sheer Cold	Ice	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam* | Double-Edge | Explosion | Mimic | Substitute

***Emerald* Only**

Defense Curl* | Endure* | Icy Wind* | Rollout | Sleep Talk | Snore* | Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

363 Spheal™

ICE WATER

GENERAL INFO

SPECIES: Clap Pokémon
HEIGHT: 2'07"
WEIGHT: 87 lbs.
ABILITY: Thick Fat
Fire- and Ice-type moves inflict only 50% of the damage.

STATS

EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Common
Shoal Cave

SAPPHIRE — **Rarity:** Common
Shoal Cave

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Common
Shoal Cave

XD — **Rarity:** Only One
Cipher Lab (Capture from Cipher Peon Blusix)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Powder Snow	Ice	40	100	25
—	Growl	Normal	—	100	40
—	Defense Curl	Normal	—	—	40
—	Water Gun	Water	40	100	25
7	Encore	Normal	—	100	5
13	Ice Ball	Ice	30	90	20
19	Body Slam	Normal	85	100	15
25	Aurora Beam	Ice	65	100	20
31	Hail	Ice	—	—	10
37	Rest	Psychic	—	—	10
37	Snore	Normal	40	100	15
43	Blizzard	Ice	120	70	5
49	Sheer Cold	Ice	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Water Sport	Water	—	100	15
Stockpile	Normal	—	—	10
Swallow	Normal	—	—	10
Spit Up	Normal	100	100	10
Yawn	Normal	—	100	10
Rock Slide	Rock	75	90	10
Curse	—	—	—	10
Fissure	Ground	—	30	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

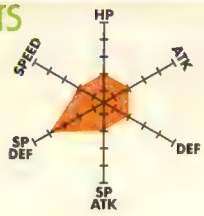
364 Sealeo™

ICE WATER

GENERAL INFO

SPECIES: Ball Roll Pokémon
HEIGHT: 3'07"
WEIGHT: 193 lbs.
ABILITY: Thick Fat
Fire- and Ice-type moves inflict only 50% of the damage.

STATS



EVOLUTIONS

LOCATION(S):

RUBY — **Rarity:** Evolve
Evolve Spheal

SAPPHIRE — **Rarity:** Evolve
Evolve Spheal

FIRERED — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — **Rarity:** Evolve
Evolve Spheal

XD — **Rarity:** Evolve
Evolve Spheal

MOVES

Level	Attack	Type	Power	ACC	PP
—	Defense Curl	Normal	—	—	80
—	Powder Snow	Ice	40	100	25
—	Growl	Normal	—	100	40
—	Water Gun	Water	40	100	25
7	Encore	Normal	—	100	5
13	Ice Ball	Ice	30	90	20
19	Body Slam	Normal	85	100	15
25	Aurora Beam	Ice	65	100	20
31	Hail	Ice	—	—	10
39	Rest	Psychic	—	—	10
39	Snore	Normal	40	100	15
47	Blizzard	Ice	120	70	5
55	Sheer Cold	Ice	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

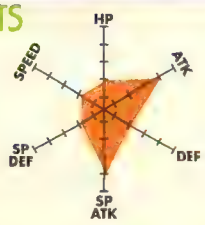
365 Walrein™

ICE WATER

GENERAL INFO

SPECIES: Ice Break Pokémon
HEIGHT: 4'07"
WEIGHT: 332 lbs.
ABILITY: Thick Fat
Fire- and Ice-type moves inflict only 50% of the damage.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: **Evolve**
Evolve Sealeo

SAPPHIRE Rarity: **Evolve**
Evolve Sealeo

FIRERED Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: **Evolve**
Evolve Sealeo

XD Rarity: **Evolve**
Evolve Sealeo

MOVES

Level	Attack	Type	Power	ACC	PP
—	Powder Snow	Ice	40	100	25
—	Growl	Normal	—	100	40
—	Defense Curl	Normal	—	—	40
—	Water Gun	Water	40	100	25
7	Encore	Normal	—	100	5
13	Ice Ball	Ice	30	90	20
19	Body Slam	Normal	85	100	15
25	Aurora Beam	Ice	65	100	20
31	Hail	Ice	—	—	10
39	Rest	Psychic	—	—	10
39	Snore	Normal	40	100	15
50	Blizzard	Ice	120	70	5
61	Sheer Cold	Ice	—	30	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

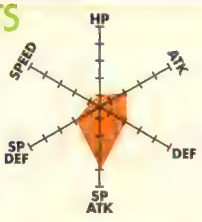
366 Clamperl™

WATER

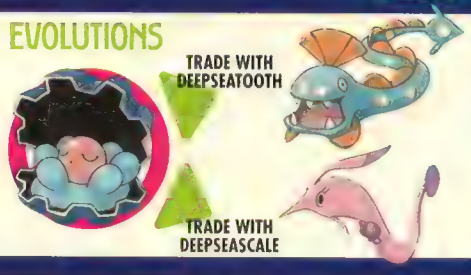
GENERAL INFO

SPECIES: Bivalve Pokémon
HEIGHT: 1'04"
WEIGHT: 116 lbs.
ABILITY: Shell Armor
Prevents the opponent Pokémon from scoring a critical hit.

STATS



EVOLUTIONS



LOCATION(S):

RUBY Rarity: **Common**
Underwater Route 124, Underwater Route 126

SAPPHIRE Rarity: **Common**
Underwater Route 124, Underwater Route 126

FIRERED Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: **Common**
Underwater Route 124, Underwater Route 126

XD Rarity: **None**
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Clamp	Water	35	75	10
—	Water Gun	Water	40	100	25
—	Whirlpool	Water	15	70	15
—	Iron Defense	Steel	—	—	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Refresh	Normal	—	100	20
Mud Sport	Ground	—	100	15
Body Slam	Normal	85	100	15
Supersonic	Normal	—	55	20
Barrier	Psychic	—	—	30
Confuse Ray	Ghost	—	100	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Icy Wind*	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

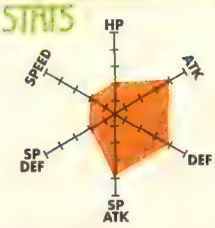
367 Huntail™

WATER

GENERAL INFO

SPECIES: Deep Sea Pokémon
HEIGHT: 5'07"
WEIGHT: 60 lbs.
ABILITY: Swift Swim
Doubles Huntail's Speed when it's raining.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Evolve Clamperl (Deepseatooth)

SAPPHIRE **Rarity:** None
Evolve Clamperl (Deepseatooth)

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Evolve
Evolve Clamperl (Deepseatooth)

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Whirlpool	Water	15	70	15
8	Bite	Dark	60	100	25
15	Screech	Normal	—	85	40
22	Water Pulse	Water	60	100	20
29	Scary Face	Normal	—	90	10
36	Crunch	Dark	80	100	15
43	Baton Pass	Normal	—	—	40
50	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM49	Snatch	Dark	—	100	10
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

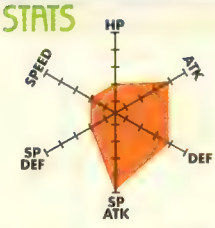
368 Gorebyss™

WATER

GENERAL INFO

SPECIES: South Sea Pokémon
HEIGHT: 5'11"
WEIGHT: 50 lbs.
ABILITY: Swift Swim
Doubles Gorebyss's Speed when it's raining.

STATS



EVOLUTIONS

LOCATION(S):

RUBY **Rarity:** None
Evolve Clamperl (Deepseascale)

SAPPHIRE **Rarity:** None
Evolve Clamperl (Deepseascale)

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Evolve
Evolve Clamperl (Deepseascale)

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Whirlpool	Water	15	70	15
8	Confusion	Psychic	50	100	25
15	Agility	Psychic	—	—	30
22	Water Pulse	Water	60	100	20
29	Amnesia	Psychic	—	—	20
36	Psychic	Psychic	90	100	10
43	Baton Pass	Normal	—	—	40
50	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Substitute		

***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

369 Relicanth™

WATER ROCK

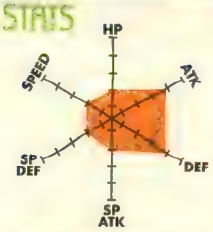
GENERAL INFO

SPECIES: Longevity Pokémon
HEIGHT: 3'03"
WEIGHT: 52 lbs.

ABILITY 1: Swift Swim
Doubles Relicanth's Speed when it's raining.

ABILITY 2: Rock Head
Relicanth does not receive recoil damage from moves such as Double-Edge.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Rare
Underwater Route 124, Underwater Route 126

SAPPHIRE Rarity: Rare
Underwater Route 124, Underwater Route 126

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Rare
Underwater Routes 124–126

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
—	Harden	Normal	—	—	30
8	Water Gun	Water	40	100	25
15	Rock Tomb	Rock	50	80	10
22	Yawn	Normal	—	100	10
29	Take Down	Normal	90	85	20
36	Mud Sport	Ground	—	100	15
43	Ancientpower	Rock	60	100	5
50	Rest	Psychic	—	—	10
57	Double-Edge	Normal	120	100	15
64	Hydro Pump	Water	120	80	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Magnitude	Ground	—	100	30
Skull Bash	Normal	100	100	15
Water Sport	Water	—	100	15
Amnesia	Psychic	—	—	20
Sleep Talk	Normal	—	—	10
Rock Slide	Rock	75	90	10

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

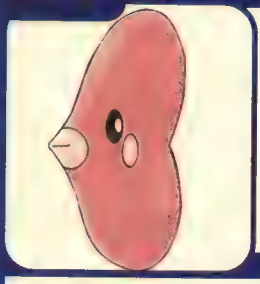
***Emerald* Only**

Endure*	Icy Wind*	Mud-Slap*
Psych Up*	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

370 Luvdisc™

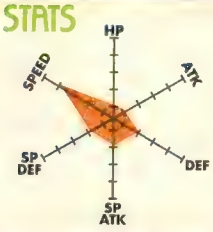
WATER



GENERAL INFO

SPECIES: Rendezvous Pokémon
HEIGHT: 2'00"
WEIGHT: 19 lbs.
ABILITY: Swift Swim
Doubles Luvdisc's Speed when it's raining.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Common
Ever Grande City, Route 128

SAPPHIRE Rarity: Common
Ever Grande City, Route 128

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Common
Ever Grande City, Route 128

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Tackle	Normal	35	95	35
4	Charm	Normal	—	100	20
12	Water Gun	Water	40	100	25
16	Agility	Psychic	—	—	30
24	Take Down	Normal	90	85	20
28	Attract	Normal	—	100	15
36	Sweet Kiss	Normal	—	75	10
40	Flail	Normal	—	100	15
48	Safeguard	Normal	—	—	25

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM32	Double Team	Normal	—	—	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM03	Surf	Water	95	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

EGG MOVES*

Name	Type	Power	ACC	PP
Supersonic	Normal	—	55	20
Water Sport	Water	—	100	15
Mud Sport	Ground	—	100	15
Bounce	Flying	85	85	5

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Double-Edge	Mimic	Substitute

***Emerald* Only**

Endure*	Icy Wind*	Psych Up*
Sleep Talk	Snore*	Swagger
Swift*		

*Battle Frontier tutor move (*Emerald*)

371 Bagon™

DRAGON

GENERAL INFO

SPECIES: Rock Head Pokémon
HEIGHT: 2'00"
WEIGHT: 93 lbs.
ABILITY: Rock Head

Bagon does not receive recoil damage from moves such as Double-Edge.

STATS

EVOLUTIONS

LOCATIONS:

RUBY — Rarity: Common
Meteor Falls

SAPPHIRE — Rarity: Common
Meteor Falls

FIRERED — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — Rarity: Common
Meteor Falls

XD — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Rage	Normal	20	100	20
5	Bite	Dark	60	100	25
9	Leer	Normal	—	100	30
17	Headbutt	Normal	70	100	15
21	Focus Energy	Normal	—	—	30
25	Ember	Fire	40	100	25
33	Dragonbreath	Dragon	60	100	20
37	Scary Face	Normal	—	90	10
41	Crunch	Dark	80	100	15
49	Dragon Claw	Dragon	80	100	15
53	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

EGG MOVES*

Name	Type	Power	ACC	PP
Hydro Pump	Water	120	80	5
Thrash	Normal	90	100	20
Dragon Rage	Dragon	—	100	10
Twister	Dragon	40	100	20
Dragon Dance	Dragon	—	—	20

*Learned Via Breeding

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Endure*	Fury Cutter	Mud-Slap*
Sleep Talk	Snore*	Swagger

*Battle Frontier tutor move (*Emerald*)

372 Shelgon™

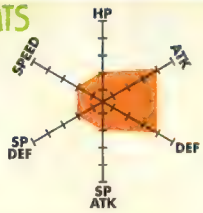
DRAGON

GENERAL INFO

SPECIES: Endurance Pokémon
HEIGHT: 3'07"
WEIGHT: 244 lbs.
ABILITY: Rock Head

Shelgon does not receive recoil damage from moves such as Double-Edge.

STATS



EVOLUTIONS

LOCATIONS:

RUBY — Rarity: Evolve
Evolve Bagon

SAPPHIRE — Rarity: Evolve
Evolve Bagon

FIRERED — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD — Rarity: Evolve
Evolve Bagon

XD — Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Rage	Normal	20	100	20
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
—	Headbutt	Normal	70	100	15
21	Focus Energy	Normal	—	—	30
25	Ember	Fire	40	100	25
30	Protect	Normal	—	—	10
38	Dragonbreath	Dragon	60	100	20
47	Scary Face	Normal	—	90	10
56	Crunch	Dark	80	100	15
69	Dragon Claw	Dragon	80	100	15
78	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

***Emerald* Only**

Defense Curl*	Endure*	Fury Cutter
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	

*Battle Frontier tutor move (*Emerald*)

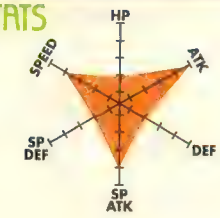
373 Salamence™

DRAGON FLYING

GENERAL INFO

SPECIES: Dragon Pokémon
HEIGHT: 4'11"
WEIGHT: 226 lbs.
ABILITY: Intimidate
Lowers the opponent's Attack by one at the battle's start.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Shelgon

SAPPHIRE Rarity: Evolve
Evolve Shelgon

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Shelgon

XD Rarity: Only One
Citadark Island (Capture from Cipher Admin Eldes)

MOVES

Level	Attack	Type	Power	ACC	PP
—	Rage	Normal	20	100	20
—	Bite	Dark	60	100	25
—	Leer	Normal	—	100	30
—	Headbutt	Normal	70	100	15
21	Focus Energy	Normal	—	—	30
25	Ember	Fire	40	100	25
30	Protect	Normal	—	—	10
38	Dragonbreath	Dragon	60	100	20
47	Scary Face	Normal	—	90	10
50	Fly	Flying	70	95	15
61	Crunch	Dark	80	100	15
79	Dragon Claw	Dragon	80	100	15
93	Double-Edge	Normal	120	100	15

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM23	Iron Tail	Steel	100	75	15
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM35	Flamethrower	Fire	95	100	15
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	

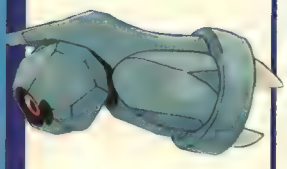
***Emerald* Only**

Defense Curl*	Endure*	Fury Cutter
Mud-Slap*	Rollout	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

374 Beldum™

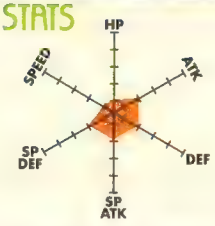
STEEL PSYCHIC



GENERAL INFO

SPECIES: Iron Ball Pokémon
HEIGHT: 2'00"
WEIGHT: 210 lbs.
ABILITY: Clear Body
Moves that lower stats don't affect Beldum.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Only One
Mossdeep City (Steven's House after beating Elite Four)

SAPPHIRE Rarity: Only One
Mossdeep City (Steven's House after beating Elite Four)

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Only One
Mossdeep City (Steven's House after beating Elite Four)

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Take Down	Normal	90	85	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
None					

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

None

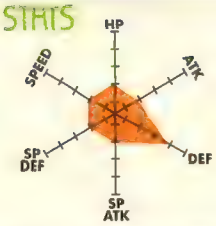
375 Metang™

STEEL PSYCHIC

GENERAL INFO

SPECIES: Iron Claw Pokémon
HEIGHT: 3'11"
WEIGHT: 447 lbs.
ABILITY: Clear Body
Moves that lower stats don't affect Metang.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Beldum

SAPPHIRE Rarity: Evolve
Evolve Beldum

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Beldum

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Take Down	Normal	90	85	20
20	Confusion	Psychic	50	100	25
20	Metal Claw	Steel	50	95	35
26	Scary Face	Normal	—	90	10
32	Pursuit	Dark	40	100	20
38	Psychic	Psychic	90	100	10
44	Iron Defense	Steel	—	—	15
50	Meteor Mash	Steel	100	85	10
56	Agility	Psychic	—	—	30
62	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fury Cutter	Ice Punch*	Icy Wind*
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

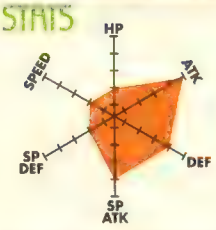
376 Metagross™

STEEL PSYCHIC

GENERAL INFO

SPECIES: Iron Leg Pokémon
HEIGHT: 5'03"
WEIGHT: 1,213 lbs.
ABILITY: Clear Body
Moves that lower stats don't affect Metagross.

STATS



EVOLUTIONS

LOCATION(S):

RUBY Rarity: Evolve
Evolve Metang

SAPPHIRE Rarity: Evolve
Evolve Metang

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Evolve
Evolve Metang

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Take Down	Normal	90	85	20
—/20	Confusion	Psychic	50	100	25
—/20	Metal Claw	Steel	50	95	35
—/26	Scary Face	Normal	—	90	10
32	Pursuit	Dark	40	100	20
38	Psychic	Psychic	90	100	10
44	Iron Defense	Steel	—	—	15
55	Meteor Mash	Steel	100	85	10
66	Agility	Psychic	—	—	30
77	Hyper Beam	Normal	150	90	5

= *Emerald* Only

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Explosion
Mimic	Rock Slide*	Substitute

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fury Cutter	Ice Punch*	Icy Wind*
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

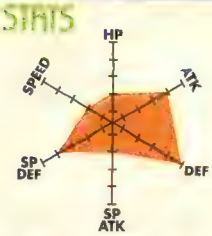
*Battle Frontier tutor move (*Emerald*)

377 Regirock™

GENERAL INFO

SPECIES: Rock Peak Pokémon
HEIGHT: 5'07"
WEIGHT: 507 lbs.
ABILITY: Clear Body
Moves that lower stats don't affect Regirock.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY **Rarity:** Only One
Route 111 (Inside Desert Ruins)

SAPPHIRE **Rarity:** Only One
Route 111 (Inside Desert Ruins)

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Only One
Route 111 (Inside Desert Ruins)

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Explosion	Normal	250	100	5
9	Rock Throw	Rock	50	90	15
17	Curse	—	—	—	10
25	Superpower	Fighting	120	100	5
33	Ancientpower	Rock	60	100	5
41	Iron Defense	Steel	—	—	15
49	Zap Cannon	Electric	100	50	5
57	Lock-on	Normal	—	100	5
65	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Explosion	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Icy Wind*
Mud-Slap*	Psych Up*	Rollout
Sleep Talk	Snore*	Swagger
Thunderpunch*		

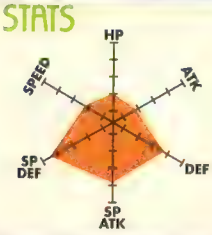
*Battle Frontier tutor move (*Emerald*)

378 Regice™

GENERAL INFO

SPECIES: Iceberg Pokémon
HEIGHT: 5'11"
WEIGHT: 386 lbs.
ABILITY: Clear Body
Moves that lower stats don't affect Regice.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY **Rarity:** Only One
Route 105 (Inside Island Cave)

SAPPHIRE **Rarity:** Only One
Route 105 (Inside Island Cave)

FIRERED **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

EMERALD **Rarity:** Only One
Route 105 (Inside Island Cave)

XD **Rarity:** None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Explosion	Normal	250	100	5
9	Icy Wind	Ice	55	95	15
17	Curse	—	—	—	10
25	Superpower	Fighting	120	100	5
33	Ancientpower	Rock	60	100	5
41	Amnesia	Psychic	—	—	20
49	Zap Cannon	Electric	100	50	5
57	Lock-on	Normal	—	100	5
65	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Explosion	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Mud-Slap*
Psych Up*	Rollout	Sleep Talk
Snore*	Swagger	Thunderpunch*

*Battle Frontier tutor move (*Emerald*)

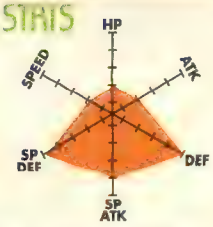
379 Registeel™

STEEL

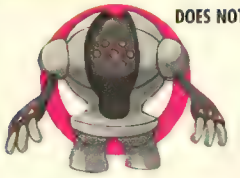
GENERAL INFO

SPECIES: Iron Pokémon
HEIGHT: 6'03"
WEIGHT: 452 lbs.
ABILITY: Clear Body
Moves that lower ability values don't affect Registeel.

STATS



EVOLUTIONS



DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: Only One
Route 120 (Inside Ancient Tomb)

SAPPHIRE Rarity: Only One
Route 120 (Inside Ancient Tomb)

FIRERED Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD Rarity: Only One
Route 120 (Inside Ancient Tomb)

XD Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Explosion	Normal	250	100	5
9	Metal Claw	Steel	50	95	35
17	Curse	—	—	—	10
25	Superpower	Fighting	120	100	5
33	Ancientpower	Rock	60	100	5
41	Iron Defense	Steel	—	—	15
41	Amnesia	Psychic	—	—	20
49	Zap Cannon	Electric	100	50	5
57	Lock-on	Normal	—	100	5
65	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Explosion	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Ice Punch*	Mud-Slap*	Psych Up*
Rollout	Sleep Talk	Snore*
Swagger	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

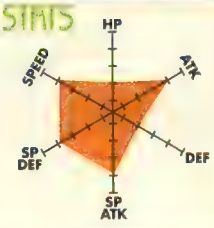
380 Latias™

DRAGON PSYCHIC

GENERAL INFO

SPECIES: Eon Pokémon
HEIGHT: 4'07"
WEIGHT: 88 lbs.
ABILITY: Levitate
Latias is not affected by Ground-type moves.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Trade from *Sapphire/Emerald*

SAPPHIRE Rarity: Only One
Random event in Hoenn after beating Elite Four

FIRERED Rarity: None
Trade from *Sapphire/Emerald*

LEAFGREEN Rarity: None
Trade from *Sapphire/Emerald*

COLOSSEUM Rarity: None
Trade from *Sapphire/Emerald*

EMERALD Rarity: Only One
Random event in Hoenn after beating Elite Four

XD Rarity: None
Trade from *Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Psywave	Psychic	—	80	15
5	Wish	Normal	—	100	10
10	Helping Hand	Normal	—	100	20
15	Safeguard	Normal	—	—	25
20	Dragonbreath	Dragon	60	100	20
25	Water Sport	Water	—	100	15
30	Refresh	Normal	—	100	20
35	Mist Ball	Psychic	70	100	5
40	Psychic	Psychic	90	100	10
45	Recover	Normal	—	—	20
50	Charm	Normal	—	100	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

***Emerald* Only**

Endure*	Fury Cutter	Icy Wind*
Mud-Slap*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

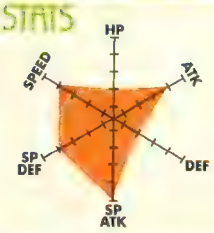
381 Latios™

DRAGON PSYCHIC

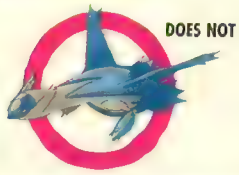
GENERAL INFO

SPECIES: Eon Pokémon
HEIGHT: 6'07"
WEIGHT: 132 lbs.
ABILITY: Levitate
Latios is not affected by Ground-type moves.

STATS



EVOLUTIONS



LOCATION(S):

RUBY
Rarity: Only One
Random event in Hoenn after beating Elite Four

SAPPHIRE
Rarity: None
Trade from *Ruby/Emerald*

FIRERED
Rarity: None
Trade from *Ruby/Emerald*

LEAFGREEN
Rarity: None
Trade from *Ruby/Emerald*

COLOSSEUM
Rarity: None
Trade from *Ruby/Emerald*

EMERALD
Rarity: Only One
Random event in Hoenn after beating Elite Four

XD
Rarity: None
Trade from *Ruby/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Psywave	Psychic	—	80	15
5	Memento	Dark	—	100	10
10	Helping Hand	Normal	—	100	20
15	Safeguard	Normal	—	—	25
20	Dragonbreath	Dragon	60	100	20
25	Protect	Normal	—	—	10
30	Refresh	Normal	—	100	20
35	Luster Purge	Psychic	70	100	5
40	Psychic	Psychic	90	100	10
45	Recover	Normal	—	—	20
50	Dragon Dance	Dragon	—	—	20

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Rock	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM47	Steel Wing	Steel	70	90	25
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM03	Surf	Water	95	100	15
HM05	Flash	Normal	—	70	20
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Mimic	Substitute	Thunder Wave*

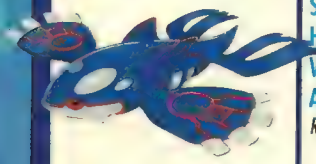
***Emerald* Only**

Endure*	Fury Cutter	Icy Wind*
Mud-Slap*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

382 Kyogre™

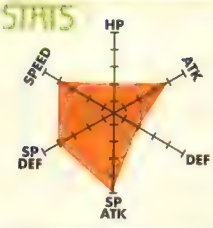
WATER



GENERAL INFO

SPECIES: Sea Basin Pokémon
HEIGHT: 14'09"
WEIGHT: 776 lbs.
ABILITY: Drizzle
Rain falls when Kyogre enters battle.

STATS



EVOLUTIONS

LOCATION(S):

RUBY
Rarity: None
Trade from *Sapphire/Emerald*

SAPPHIRE
Rarity: Only One
Cave of Origin (After awakening it)

FIRERED
Rarity: None
Trade from *Sapphire/Emerald*

LEAFGREEN
Rarity: None
Trade from *Sapphire/Emerald*

COLOSSEUM
Rarity: None
Trade from *Sapphire/Emerald*

EMERALD
Rarity: Only One
Marine Cave

XD
Rarity: None
Trade from *Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Water Pulse	Water	60	100	20
5	Scary Face	Normal	—	90	10
15	Ancientpower	Rock	60	100	5
20	Body Slam	Normal	85	100	15
30	Calm Mind	Psychic	—	—	20
35	Ice Beam	Ice	95	100	10
45	Hydro Pump	Water	120	80	5
50	Rest	Psychic	—	—	10
60	Sheer Cold	Ice	—	30	5
65	Double-Edge	Normal	120	100	15
75	Water Spout	Water	150	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM10	Hidden Power	Normal	—	100	15
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM39	Rock Tomb	Rock	50	80	10
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	Thunder Wave*

***Emerald* Only**

Defense Curl*	Endure*	Icy Wind*
Mud-Slap*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

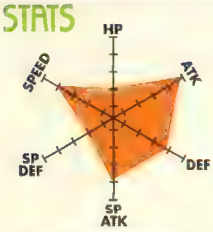
383 Groudon™

GROUND

GENERAL INFO

SPECIES: Continent Pokémon
HEIGHT: 11'06"
WEIGHT: 2,095 lbs.
ABILITY: Drought
The sun shines when Groudon enters battle.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY
Rarity: Only One
Cave of Origin (After awakening it)

SAPPHIRE
Rarity: None
Trade from *Ruby/Emerald*

FIRERED
Rarity: None
Trade from *Ruby/Emerald*

LEAFGREEN
Rarity: None
Trade from *Ruby/Emerald*

COLOSSEUM
Rarity: None
Trade from *Ruby/Emerald*

EMERALD
Rarity: Only One
Terra Cave

XD
Rarity: None
Trade from *Ruby/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Mud Shot	Ground	55	95	15
5	Scary Face	Normal	—	90	10
15	Ancientpower	Rock	60	100	5
20	Slash	Normal	70	100	20
30	Bulk Up	Fighting	—	—	20
35	Earthquake	Ground	100	100	10
45	Fire Blast	Fire	120	85	5
50	Rest	Psychic	—	—	10
60	Fissure	Ground	—	30	5
65	Solarbeam	Grass	120	100	10
75	Eruption	Fire	150	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM50	Overheat	Fire	140	90	5
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Mega Kick*	Mega Punch*	Mimic
Rock Slide*	Seismic Toss*	Substitute
Swords Dance*	Thunder Wave*	

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fury Cutter	Fire Punch*	Mud-Slap*
Psych Up*	Rollout	Sleep Talk
Snore*	Swagger	Swift*
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

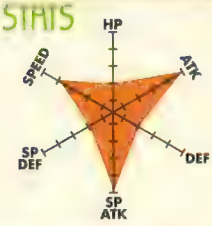
384 Rayquaza™

DRAGON FLYING

GENERAL INFO

SPECIES: Sky High Pokémon
HEIGHT: 23'00"
WEIGHT: 455 lbs.
ABILITY: Air Lock
Makes weather effects disappear.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY
Rarity: Only One
Sky Pillar (After beating Elite Four)

SAPPHIRE
Rarity: Only One
Sky Pillar (After beating Elite Four)

FIRERED
Rarity: None
Trade from *Ruby/Sapphire/Emerald*

LEAFGREEN
Rarity: None
Trade from *Ruby/Sapphire/Emerald*

COLOSSEUM
Rarity: None
Trade from *Ruby/Sapphire/Emerald*

EMERALD
Rarity: Only One
Sky Pillar (After beating Elite Four)

XD
Rarity: None
Trade from *Ruby/Sapphire/Emerald*

MOVES

Level	Attack	Type	Power	ACC	PP
—	Twister	Dragon	40	100	20
5	Scary Face	Normal	—	90	10
15	Ancientpower	Rock	60	100	5
20	Dragon Claw	Dragon	80	100	15
30	Dragon Dance	Dragon	—	—	20
35	Crunch	Dark	80	100	15
45	Fly	Flying	70	95	15
50	Rest	Psychic	—	—	10
60	Extremespeed	Normal	80	100	5
65	Outrage	Dragon	90	100	15
75	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	100	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM08	Bulk Up	Fighting	—	—	20
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	100	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM37	Sandstorm	Rock	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM50	Overheat	Fire	140	90	5
HM02	Fly	Flying	70	95	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	15
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Mimic
Rock Slide*	Substitute	Thunder Wave*

***Emerald* Only**

Endure*	Fury Cutter	Icy Wind*
Mud-Slap*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*

*Battle Frontier tutor move (*Emerald*)

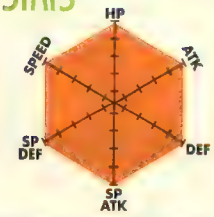
385 Jirachi™

Steel Psychic

GENERAL INFO

SPECIES: Wish Pokémon
HEIGHT: 1'00"
WEIGHT: 2 lbs.
ABILITY: Serene Grace
Moves that have extra effects will occur more frequently when Jirachi attacks.

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY Rarity: None
Receive from *Colosseum* Bonus Disk

SAPPHIRE Rarity: None
Receive from *Colosseum* Bonus Disk

FIRERED Rarity: None
Only available from *Colosseum* Bonus Disk

LEAFGREEN Rarity: None
Only available from *Colosseum* Bonus Disk

COLOSSEUM Rarity: None
Only available from *Colosseum* Bonus Disk

EMERALD Rarity: None
Only available from *Colosseum* Bonus Disk

XD Rarity: None
Only available from *Colosseum* Bonus Disk

MOVES

Level	Attack	Type	Power	ACC	PP
—	Wish	Normal	—	100	10
—	Confusion	Psychic	50	100	25
5	Rest	Psychic	—	—	10
10	Swift	Normal	60	—	20
15	Helping Hand	Normal	—	100	20
20	Psychic	Psychic	90	100	10
25	Refresh	Normal	—	100	20
30	Rest	Psychic	—	—	10
35	Double-Edge	Normal	120	100	15
40	Future Sight	Psychic	80	90	15
45	Cosmic Power	Normal	—	—	20
50	Doom Desire	Steel	120	85	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM03	Water Pulse	Water	60	95	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Normal	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM37	Sandstorm	Ground	—	—	10
TM40	Aerial Ace	Flying	60	—	20
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM48	Skill Swap	Psychic	—	100	10
HM05	Flash	Normal	—	70	20

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Double-Edge	Dream Eater*
Metronome	Mimic	Substitute
Thunder Wave*		

***Emerald* Only**

Defense Curl*	Dynamicpunch	Endure*
Fire Punch*	Ice Punch*	Icy Wind*
Mud-Slap*	Psych Up*	Sleep Talk
Snore*	Swagger	Swift*
Thunderpunch*		

*Battle Frontier tutor move (*Emerald*)

note Deoxys comes in three different forms based on which game you Catch it in (in the case of *Ruby/Sapphire*, the form is based on when it's Traded to that game). Each form learns Moves at slightly different speeds, and collecting all three forms can be a difficult task.

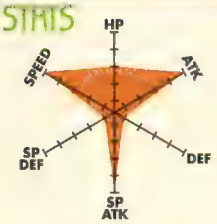
386 Deoxys™ (Attack Forme)

PSYCHIC

GENERAL INFO

SPECIES: DNA Pokémon
HEIGHT: 5'05"
WEIGHT: 134 lbs.
ABILITY: Pressure

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATIONS:

RUBY **Rarity: None**
Deoxys does not take this form in this game

SAPPHIRE **Rarity: None**
Deoxys does not take this form in this game

FIRERED **Rarity: Only One**
Birth Island (Only accessible with the Aurora Ticket gained via special download at live events)

LEAFGREEN **Rarity: None**
Deoxys does not take this form in this game

COLOSSEUM **Rarity: None**
Deoxys does not take this form in this game

EMERALD **Rarity: None**
Deoxys does not take this form in this game

XD **Rarity: None**
Deoxys does not take this form in this game

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Wrap	Normal	15	85	20
5	Night Shade	Ghost	—	100	15
10	Teleport	Psychic	—	—	20
15	Taunt	Dark	—	100	20
20	Pursuit	Dark	40	100	20
25	Psychic	Psychic	90	100	10
30	Super Power	Fighting	120	100	5
35	Cosmic Power	Psychic	—	—	20
40	Zap Cannon	Electric	100	50	5
45	Psycho Boost	Psychic	140	90	5
50	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

FireRed/LeafGreen and *Emerald* Only

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

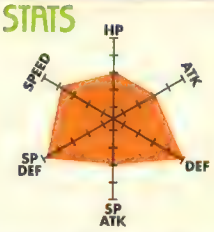
386 Deoxys™ (Defense Forme)

PSYCHIC

GENERAL INFO

SPECIES: DNA Pokémon
HEIGHT: 5'05"
WEIGHT: 134 lbs.
ABILITY: Pressure

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY **Rarity: None**
Deoxys does not take this form in this game

SAPPHIRE **Rarity: None**
Deoxys does not take this form in this game

FIRERED **Rarity: None**
Deoxys does not take this form in this game

LEAFGREEN **Rarity: Only One**
Birth Island (Only accessible with the Aurora Ticket gained via special download at live events)

COLOSSEUM **Rarity: None**
Deoxys does not take this form in this game

EMERALD **Rarity: None**
Deoxys does not take this form in this game

XD **Rarity: None**
Deoxys does not take this form in this game

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Wrap	Normal	15	85	20
5	Night Shade	Ghost	—	100	15
10	Teleport	Psychic	—	—	20
15	Knock Off	Dark	20	100	20
20	Spikes	Ground	—	—	20
25	Psychic	Psychic	90	100	10
30	Snatch	Dark	—	100	10
35	Iron Defense	Steel	—	—	15
35	Amnesia	Psychic	—	—	20
40	Recover	Normal	—	—	20
45	Psycho Boost	Psychic	140	90	5
50	Counter	Fighting	140	100	20
50	Mirror Coat	Psychic	—	100	20

TM/HM

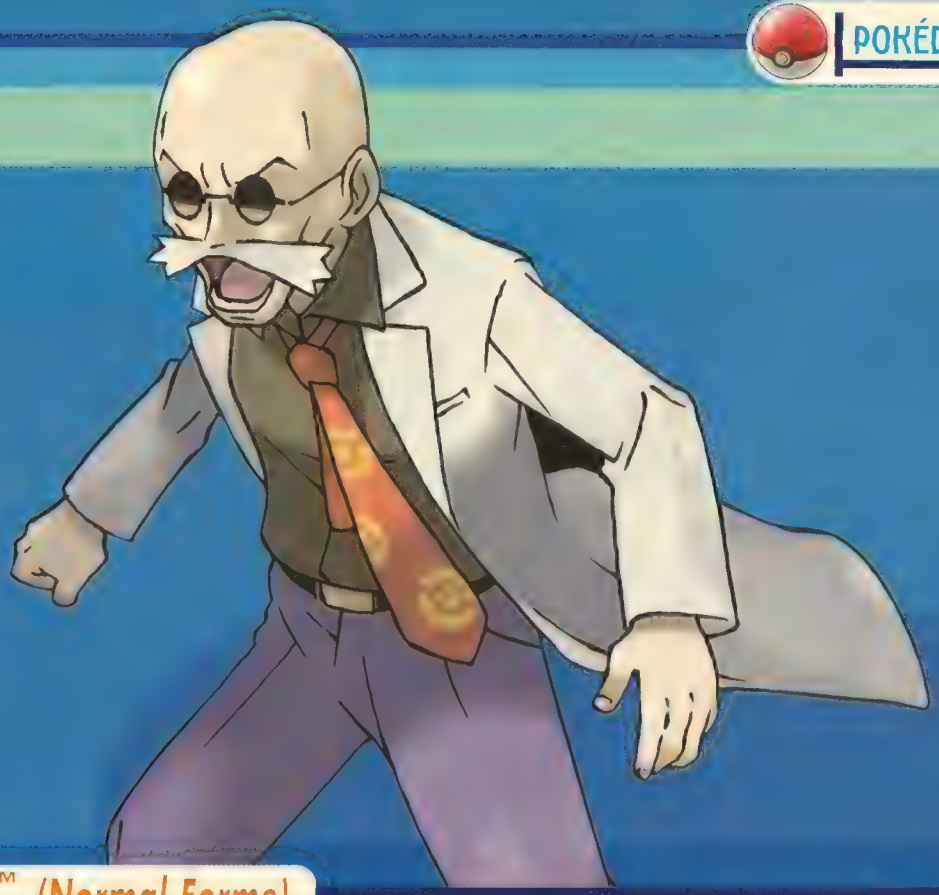
TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

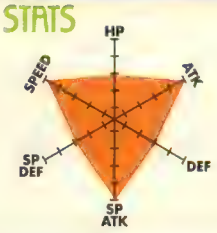


386 Deoxys™ (Normal Forme)

GENERAL INFO

SPECIES: DNA Pokémon
HEIGHT: 5'05"
WEIGHT: 134 lbs.
ABILITY: Pressure

STATS



EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY **Rarity: None**
Must trade from *Pokémon FireRed* or *Pokémon LeafGreen*, and then Deoxys takes Normal Form.

SAPPHIRE **Rarity: None**
Must trade from *Pokémon FireRed* or *Pokémon LeafGreen*, and then Deoxys takes Normal Form.

FIRERED **Rarity: Only One**
Birth Island (Only accessible with the Aurora Ticket gained via special download at live events)

LEAFGREEN **Rarity: None**
Deoxys does not take this form in this game

COLOSSEUM **Rarity: None**
Must trade from *Pokémon FireRed* or *Pokémon LeafGreen*, and then Deoxys takes Normal Form.

EMERALD **Rarity: None**
Deoxys does not take this form in this game

XD **Rarity: None**
Deoxys does not take this form in this game

MOVES

Level	Attack	Type	Power	ACC	PP
—	Leer	Normal	—	100	30
—	Wrap	Normal	15	85	20
5	Night Shade	Ghost	—	100	15
10	Teleport	Psychic	—	—	20
15	Knock Off	Dark	20	100	20
20	Pursuit	Dark	40	100	20
25	Psychic	Psychic	90	100	10
30	Snatch	Dark	—	100	10
35	Cosmic Power	Psychic	—	—	20
40	Recover	Normal	—	—	20
45	Psycho Boost	Psychic	140	90	5
50	Hyper Beam	Normal	150	90	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Façade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

*Battle Frontier tutor move (*Emerald*)

386 Deoxys™ (Speed Forme)

GENERAL INFO

SPECIES: DNA Pokémon
HEIGHT: 5'05"
WEIGHT: 134 lbs.
ABILITY: Pressure

STATS

EVOLUTIONS

DOES NOT EVOLVE

LOCATION(S):

RUBY **Rarity:** None
Deoxys does not take this form in this game

SAPPHIRE **Rarity:** None
Deoxys does not take this form in this game

FIRERED **Rarity:** None
Deoxys does not take this form in this game

LEAFGREEN **Rarity:** None
Deoxys does not take this form in this game

COLOSSEUM **Rarity:** None
Deoxys does not take this form in this game

EMERALD **Rarity:** Only One
Birth Island (Only accessible with the Aurora Ticket gained via special download at live events)

XD **Rarity:** None
Deoxys does not take this form in this game

MOVES

Level	Attack	Type	Power	ACC	PP
5	Night Shade	Ghost	—	100	15
10	Double Team	Normal	—	—	15
15	Knock Off	Dark	20	100	20
20	Pursuit	Dark	40	100	20
25	Psychic	Psychic	90	100	10
30	Swift	Normal	60	—	20
35	Agility	Psychic	—	—	30
40	Recover	Normal	—	—	20
45	Psycho Boost	Psychic	140	90	5
50	Extremespeed	Normal	80	100	5

TM/HM

TM/HM#	Name	Type	Power	ACC	PP
HM01	Cut	Normal	50	95	30
HM04	Strength	Normal	80	100	15
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
TM01	Focus Punch	Fighting	150	100	20
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM06	Toxic	Poison	—	85	10
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10
TM27	Return	Normal	—	100	20
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	60	—	20
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Façade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10

MOVE TUTOR

***FireRed/LeafGreen* and *Emerald* Only**

Body Slam*	Counter*	Double-Edge
Dream Eater*	Mega Kick*	Mega Punch*
Mimic	Rock Slide*	Seismic Toss*
Substitute	Thunder Wave*	

***Emerald* Only**

Dynamicpunch	Endure*	Fire Punch*
Ice Punch*	Icy Wind*	Mud-Slap*
Sleep Talk	Snore*	Swagger
Swift*	Thunderpunch*	

*Battle Frontier tutor move (*Emerald*)

Extras

Codes

EMERALD

Code	Result
CHALLENGE CONTEST	You will receive a Pamtre Berry
COOL LATIOS	You will receive a Durin Berry
GREAT BATTLE	You will receive a Spelon Berry
OVERWHELMING LATIAS	You will receive a Watmel Berry
SUPER HUSTLE	You will receive a Belue Berry

Item	How to Obtain
Good Rod	Talk to fisherman on Route 118
Old Rod	Talk to fisherman near Dewford Gym
Super Rod	In the house north of the Space Center
Black Flute	Walk 1,000 steps in the ash
Blue Flute	Walk 250 steps in the ash
Pretty Chair	Walk 6,000 steps in the ash
Pretty Desk	Walk 8,000 steps in the ash
Red Flute	Walk 500 steps in the ash
White Flute	Walk 1,000 steps in the ash
Yellow Flute	Walk 500 steps in the ash
Gold Shield (Decoration)	Win 100 battles
Lansat Berry	Obtain all Silver Frontier Symbols
Silver Shield (Decoration)	Win 50 battles
Starf Berry	Obtain all Gold Frontier Symbols

Pokémon	How to Obtain
Beldum	See Steven's house after you beat the Elite Four
Castform	Take out the rival team at the Weather Institute
Chikorita, Cyndaquil, or Tododile	When you complete the 200 Pokémon of Hoenn, Professor Birch will call you on your PokéNav
Deoxys	Get the Aurara Ticket, and go to Birth Island
Groudon	Beat the Elite Four, and go to the land lair
Ho-oh/Lugia	Get the Mystic Ticket, and go to Navel Island
Kyogre	Beat the Elite Four, and go to the Sea Lair
Latios or Latias	After beating the Elite Four, watch the T.V. downstairs in your house
Latios or Latias	Mix records with a Ruby or Sapphire with the Eon ticket, and go to Southern Island
Mew	Get the Old Sea Chart, and go to Faraway Island
Rayquaza	Get Magma and Aqua to get Kyogre and Groudon out of the cave, and go to Sky Pillar
Treeko, Torchic, or Mudkip	Help Proffesor Birch escape the wild Pokémon

Rank	How to Obtain
Bronze Rank	Do one of the tasks mentioned above
Copper Rank	Do two of the tasks mentioned above
Silver Rank	Do three of the tasks mentioned above
Gold Rank	Do all four of the tasks mentioned above

XD

Item	How to Obtain
Amulet Coin	Say "Yes" to every question
Mental Herb	Say "Yes" to 1 question
Quick Claw	Say "No" to every question
White Herb	Say "Yes" to 2 questions

Appendix

TM LIST

#	Name	Type	Power	ACC	PP
TM01	Focus Punch	Fighting	150	100	20
TM02	Dragon Claw	Dragon	80	100	15
TM03	Water Pulse	Water	60	100	20
TM04	Calm Mind	Psychic	—	—	20
TM05	Roar	Normal	—	100	20
TM06	Toxic	Poison	—	85	10
TM07	Hail	Ice	—	—	10
TM08	Bulk Up	Fighting	—	—	20
TM09	Bullet Seed	Grass	10	100	30
TM10	Hidden Power	Normal	—	100	15
TM11	Sunny Day	Fire	—	—	5
TM12	Taunt	Dark	—	100	20
TM13	Ice Beam	Ice	95	100	10
TM14	Blizzard	Ice	120	70	5
TM15	Hyper Beam	Normal	150	90	5
TM16	Light Screen	Psychic	—	—	30
TM17	Protect	Normal	—	—	10
TM18	Rain Dance	Water	—	—	5
TM19	Giga Drain	Grass	60	100	5
TM20	Safeguard	Normal	—	—	25
TM21	Frustration	Normal	—	100	20
TM22	Solarbeam	Grass	120	100	10
TM23	Iron Tail	Steel	75	75	15
TM24	Thunderbolt	Electric	95	100	15
TM25	Thunder	Electric	120	70	10

#	Name	Type	Power	ACC	PP
TM26	Earthquake	Ground	100	100	10
TM27	Return	Normal	—	100	20
TM28	Dig	Ground	60	100	10
TM29	Psychic	Psychic	90	100	10
TM30	Shadow Ball	Ghost	80	100	15
TM31	Brick Break	Fighting	75	100	15
TM32	Double Team	Normal	—	—	15
TM33	Reflect	Psychic	—	—	20
TM34	Shock Wave	Electric	60	—	20
TM35	Flamethrower	Fire	95	100	15
TM36	Sludge Bomb	Poison	90	100	10
TM37	Sandstorm	Ground	—	—	10
TM38	Fire Blast	Fire	120	85	5
TM39	Rock Tomb	Rock	50	80	10
TM40	Aerial Ace	Flying	60	—	20
TM41	Torment	Dark	—	100	15
TM42	Facade	Normal	70	100	20
TM43	Secret Power	Normal	70	100	20
TM44	Rest	Psychic	—	—	10
TM45	Attract	Normal	—	100	15
TM46	Thief	Dark	40	100	10
TM47	Steel Wing	Steel	70	90	25
TM48	Skill Swap	Psychic	—	100	10
TM49	Snatch	Dark	—	100	10
TM50	Overheat	Fire	140	90	5

HM LIST

#	Name	Type	Power	ACC	PP
HM01	Cut	Normal	50	95	30
HM02	Fly	Flying	70	95	15
HM03	Surf	Water	95	100	15
HM04	Strength	Normal	80	100	5
HM05	Flash	Normal	—	70	20
HM06	Rock Smash	Fighting	20	100	15
HM07	Waterfall	Water	80	100	15
HM08	Dive	Water	60	100	10

Damage Multiplier Table

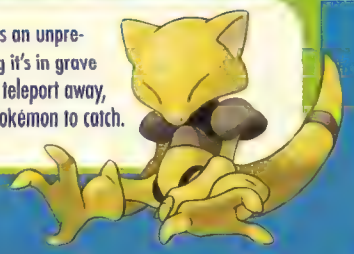
Condition	Multiplier
Move is the same type as Pokémon	1.5x
Move is effective against opponent's type	2–4x
Move scores a Critical Hit!	2x
Pokémon has an Item that raises the Move's Strength	1.1x
Rain Dance or Sunny Day Effects (depending on Move)	1.5x or .5x

Berry List

Name	Effect	Flavor	Amount of Powder
Aguav Berry	Eliminates Sleep condition; confuses Pokémon that dislike bitter flavor	Bitter	50
Apicot Berry	When held, raises Sp. Defense stat	Bitter	50
Aspear Berry	Eliminates Ice condition	Sour	20
Belue Berry	Grows into Belue Berry plant	Spicy, Sour	250
Bluk Berry	Grows into Bluk Berry plant	Dry, Sweet	70
Cheri Berry	Eliminates Paralyze condition	Spicy	20
Chesto Berry	Eliminates Sleep condition	Dry	20
Cornn Berry	Grows into Cornn Berry plant	Dry, Sweet	150
Durin Berry	Grows into Durin Berry plant	Sour, Bitter	250
Figy Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike spicy flavor	Spicy	50
Ganlon Berry	When held, raises Defense stat	Dry, Bitter	500
Grepa Berry	Grows into Grepa Berry plant	Dry, Sweet, Sour	100
Hondew Berry	Grows into Hondew Berry plant	Dry, Spicy, Bitter	100
Iapapa Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike sour flavor	Sour	50
Kelpsy Berry	Grows into Kelpsy Berry plant	Dry, Sour, Bitter	100
Leppa Berry	Restores PP when it's zero	Sweet, Spicy, Sour, Bitter	30
Liechi Berry	Raises power of Attacks when HP is low	Sweet, Spicy, Sour	500
Lum Berry	Cures any Status condition	Dry, Sweet, Spicy, Sour, Bitter	30
Mago Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike sweet flavor	Sweet	50
Magost Berry	Grows into Magost Berry plant	Sweet, Bitter	150
Nanab Berry	Grows into Nanab Berry plant	Sweet, Bitter	70
Nomel Berry	Grows into Nomel Berry plant	Spicy, Sour	150
Oran Berry	Restores 10 HPs when it's half or lower	Dry, Sweet, Spicy, Sour, Bitter	30
Pamtre Berry	Grows Pamtre Berry plant	Dry, Sweet	250
Pecha Berry	Eliminates Poison condition	Sweet	20
Persim Berry	Eliminates Confusion condition	Dry, Sweet, Spicy, Sour, Bitter	30
Petaya Berry	When held, raises Sp. Attack stat	Spicy, Bitter	500
Pinap Berry	Grows into Pinap Berry plant	Spicy, Sour	70
Pomeg Berry	Grows into Pomeg Berry plant	Sweet, Spicy, Bitter	100
Qualot Berry	Grows into Qualot Berry plant	Sweet, Spicy, Sour	100
Rabuta Berry	Grows into Rabuta Berry plant	Sour, Bitter	150
Rawst Berry	Eliminates Burn condition	Bitter	20
Razz Berry	Grows into Razz Berry plant	Dry, Spicy	70
Salac Berry	When held, raises Speed stat	Sweet, Sour	500
Sitrus Berry	Restores 30 HPs when it's half or lower	Dry, Sweet, Spicy, Sour, Bitter	30
Spelon Berry	Grows into Spelon Berry plant	Dry, Spicy	250
Tamato Berry	Grows into Tamato Berry plant	Dry, Spicy	150
Watmel Berry	Grows into Watmel Berry plant	Sweet, Bitter	250
Wepear Berry	Grows into Wepear Berry plant	Sour, Bitter	70
Wiki Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike dry flavor	Dry	50

POKÉMON FACTS

Battling Abra is always an unpredictable affair: sensing it's in grave danger, it attempts to teleport away, making it a difficult Pokémon to catch.



POKÉMON FACTS

Because Farfetch'd is a very rare Pokémon, many Trainers make it a point to Breed them back into prominence—stick and all.

Moves

ST = Strength
ACC = Accuracy
PP = Power Points
Range = Who the Move affects in 2-on-2 Battles

The abbreviations used mean:

2E = 2 Enemies
RE = Random Enemy
1A/2E = 1 Ally and 2 Enemies (i.e., everyone but the caster)
S/E = Self and Enemy
PA? = Is the Move a Physical Attack?
TM/HM? = Does the Move have a TM or HM number?

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Absorb	Grass	20	100	20	S/E	N	—
Description: The Pokémon recovers half of the amount of damage that the opponent Pokémon receives from this Attack.							
Acid	Poison	40	100	30	2E	N	—
Description: Has a 10% chance of lowering enemy's Defense by one point.							
Acid Armor	Poison	—	—	40	Self	N	—
Description: Raises the Pokémon's Defense by two points.							
Aerial Ace	Flying	60	—	20	1E	Y	TM40
Description: This Attack is always successful.							
Aeroblast	Flying	100	95	5	1E	Y	
Description: High probability of critical hit.							
Agility	Psychic	—	—	30	Self	N	—
Description: Raises the Pokémon's Speed by two.							
Air Cutter	Flying	55	95	25	2E	N	—
Description: Easy to produce a Critical Hit.							
Amnesia	Psychic	—	—	20	Self	N	—
Description: Raises the Pokémon's Special Defense by two points.							
Ancientpower	Rock	60	100	5	Self	Y	—
Description: Has a 10% chance of raising all of the Pokémon's abilities by one point.							
Arm Thrust	Fighting	15	100	20	1E	Y	—
Description: Attack 2–5 times in one turn.							
Aromatherapy	Grass	—	—	5	All Allies	N	—
Description: Cures the Status conditions of allied Pokémon.							
Assist	Normal	—	100	20	—	N	—
Description: This Move randomly chooses one of the Moves of a Pokémon not in battle.							
Astonish	Ghost	30	100	15	1E	Y	—
Description: 30% chance of making the opponent Flinch.							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Attract	Normal	—	100	15	1E	N	TM45
Description: Affects only Pokémon of the opposite sex. Prevents the opponent Pokémon from attacking with a 50% probability.							
Aurora Beam	Ice	65	100	20	1E	N	—
Description: Has a 10% chance of lowering the enemy's Attack by one point.							
Barrage	Normal	15	85	20	—	—	—
Description: Attack 2–5 times consecutively in one turn.							
Barrier	Psychic	—	—	30	Self	N	—
Description: Increases the Pokémon's Defense by two points.							
Baton Pass	Normal	—	—	40	Allies	N	—
Description: Changes out the casting Pokémon for one of the other allied Pokémon. The substitute Pokémon inherits any beneficial Effects gained so far. The skill fails if you don't have any Pokémon with which to alternate.							
Beat Up	Dark	10	100	10	—	—	—
Description: Attack opponent a number of times equal to your number of healthy Pokémon.							
Blast Burn	Fire	150	90	5	—	—	—
Description: A high-level Elemental Attack.							
Belly Drum	Normal	—	—	10	Self	N	—
Description: Raises Attack to its maximum level, but in return it decreases the Pokémon's max HPs by half.							
Bide	Normal	—	100	10	S/E	Y	—
Description: Attack continues for 2 turns, and the damage received from the opponent during that time is returned doubled.							
Bind	Normal	15	75	20	1E	Y	—
Description: Consecutive Attacks for 2–5 turns. Enemy can't flee during that time.							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Bite	Dark	60	100	25	1E	Y	—
Description: Causes opponent to Flinch with 30% probability.							
Blaze Kick	Fire	85	90	10	1E	Y	—
Description: 10% chance of Burning the opponent. Easy to score a Critical Hit. Cures Frozen Pokémon.							
Blizzard	Ice	120	70	5	2E	N	TM14
Description: 10% additional chance of Freezing the opponent.							
Block	Normal	—	100	5	1E	N	—
Description: Prevents the opponent from fleeing or being switched out of battle.							
Body Slam	Normal	85	100	15	1E	Y	—
Description: 30% additional Effect of Paralysis.							
Bone Club	Ground	65	85	20	—	—	—
Description: 10% chance of making an opponent back off.							
Bone Rush	Ground	25	80	10	—	—	—
Description: Attack 2–5 times consecutively in one turn.							
Bonemerang	Ground	50	90	10	—	—	—
Description: Attack twice in a row in one turn.							
Bounce	Flying	85	85	5	S/E	Y	—
Description: On the first turn, the Pokémon bounds into the air. On the second turn, the Attack takes place. 30% chance of inflicting Paralysis on the opponent.							
Brick Break	Fighting	75	100	15	1E	Y	TM31
Description: Defeats the Effects of Reflect and Light Screen.							
Bubble	Water	20	100	30	2E	N	—
Description: 10% probability of lowering the opponent Pokémon's Speed.							
Bubblebeam	Water	65	100	20	1E	N	—
Description: 10% additional chance of lowering the opponent Pokémon's Speed.							
Bulk Up	Fighting	—	—	20	Self	N	TM08
Description: Raises your Attack and Defense by one.							
Bullet Seed	Grass	10	100	30	1E	N	TM09
Description: Attack 2–5 times in one turn.							
Calm Mind	Psychic	—	—	20	Self	N	TM04
Description: Raises the Pokémon's Special Attack and Special Defense by one each.							
Camouflage	Normal	—	100	20	Self	N	—
Description: Pokémon's type is changed to a type that corresponds to the battlefield terrain (e.g., on grasslands, Pokémon becomes a Grass-type; sand = Ground-type; on sea or underwater = Water-type).							
Charge	Electric	—	100	20	Self	N	—
Description: The turn after using the Move, Electric-type Moves are doubled in strength.							
Charm	Normal	—	100	20	1E	N	—
Description: Lowers the opponent Pokémon's Attack by two points.							
Clamp	Water	35	75	10	1E	Y	—
Description: Attacks over 2–5 consecutive turns during which the enemy can't flee.							
Comet Punch	Normal	18	85	15	—	Y	—
Description: Attack 2–5 times consecutively in one turn.							
Confuse Ray	Ghost	—	100	10	1E	N	—
Description: Confuses opponent.							
Confusion	Psychic	50	100	25	1E	N	—
Description: 10% additional Effect of Confusion.							
Constrict	Normal	10	100	35	1E	Y	—
Description: Lowers the opponent Pokémon's Speed by one point with a 10% probability.							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Conversion	Normal	—	—	30	—	—	—
Description: Changes your type into one of your Attack types.							
Conversion 2	Normal	—	100	30	—	—	—
Description: Changes your type into one that your opponent's Attack is weak against.							
Cosmic Power	Normal	—	—	20	Self	N	—
Description: Raises your Defense and Special Defense by one each.							
Cotton Spore	Grass	—	85	40	1E	N	—
Description: Lowers the opponent Pokémon's Speed by two points.							
Counter	Fighting	—	100	20	S/E	Y	—
Description: Attacks second in battle and inflicts twice as much damage as the opponent's Physical Attack.							
Covet	Normal	40	100	40	S/E	N	—
Description: Allows you to grab and hold onto the Item the opponent is holding.							
Crabhammer	Water	90	85	10	1E	Y	—
Description: Makes it easy to produce a Critical Hit.							
Cross Chop	Fighting	100	80	5	1E	Y	—
Description: Makes it easier to produce a Critical Hit.							
Crunch	Dark	80	100	15	1E	Y	—
Description: Lowers the opponent Pokémon's Special Defense by one point with a 20% probability.							
Crush Claw	Normal	75	95	10	1E	Y	—
Description: 50% chance of lowering the opponent's Defense.							
Curse	—	—	—	10	S/E	N	—
Description: Raises the Pokémon's Attack and Defense by one point each and lowers the Pokémon's Speed by one point. If cast by a Ghost-type Pokémon, it decreases its own HPs by half and Curses the opponent Pokémon. Each turn a cursed Pokémon loses up to 25% of its HPs.							
Cut	Normal	50	95	30	1E	Y	HM01
Description: Normal Attack. Outside of battle, this cuts down thin trees.							
Defense Curl	Normal	—	—	40	Self	N	—
Description: Raises the Pokémon's Defense by one.							
Destiny Bond	Ghost	—	—	5	S/E	N	—
Description: After using this skill, if your Pokémon faints, the opponent Pokémon does too.							
Detect	Fighting	—	—	5	Self	N	—
Description: Allows you to evade Attack this turn. Success rate decreases with each consecutive use.							
Dig	Ground	60	100	10	1E	Y	TM28
Description: Digs a hole during Turn 1, attacks on Turn 2. Outside of battle, use this skill to escape from caves.							
Disable	Normal	—	55	20	1E	N	—
Description: Disables the skill the opponent Pokémon just used for a number of turns.							
Dive	Water	60	100	10	1E	Y	HM08
Description: On the first turn the Pokémon dives underwater and on the second turn it attacks. Outside of battle, use this to dive underwater and resurface.							
Dizzy Punch	Normal	70	100	10	1E	Y	—
Description: 20% additional chance of Confusing the opponent.							
Doom Desire	Steel	120	85	5	1E	—	—
Description: Waits two turns, then inflicts damage on foe on third turn.							
Double Kick	Fighting	30	100	30	1E	Y	—
Description: Pokémon's Attack hits twice in one turn.							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Double Team	Normal	—	—	15	Self	N	TM32
Description: *Raises the Pokémon's Evasiveness by one point.*							
Double-Edge	Normal	120	100	15	S/E	Y	—
Description: *The casting Pokémon receives 33% of the damage inflicted on the opponent.*							
Doubleslap	Normal	15	85	10	1E	Y	—
Description: *Attack 2–5 times in one turn.*							
Dragonbreath	Dragon	60	100	20	1E	N	—
Description: *Paralyzes opponent with a 30% probability.*							
Dragon Claw	Dragon	80	100	15	1E	Y	TM02
Description: *Normal Attack.*							
Dragon Dance	Dragon	—	—	20	Self	N	—
Description: *Raises both Speed and Attack.*							
Dragon Rage	Dragon	—	100	10	1E	N	—
Description: *Does 40 points of Damage regardless of the Pokémon's Abilities.*							
Dream Eater	Psychic	100	100	15	S/E	N	—
Description: *This Effect works only on Sleeping Pokémon. The Pokémon recovers half of the HP damage inflicted.*							
Drill Peck	Flying	80	100	20	1E	Y	—
Description: *Normal Attack.*							
Dynamicpunch	Fighting	100	50	5	1E	Y	—
Description: *If the skill hits, the opponent becomes Confused.*							
Earthquake	Ground	100	100	10	1A/2E	N	TM26
Description: *Normal Attack. Has no effect against Flying-types, while the strength of the Attack is doubled against Pokémon using the Move Dig.*							
Egg Bomb	Normal	100	75	10	—	—	—
Description: *Normal Attack.*							
Ember	Fire	40	100	25	1E	N	—
Description: *10% additional chance of Burning the opponent. Cures Frozen Pokémon.*							
Encore	Normal	—	100	5	1E	N	—
Description: *Makes the opponent Pokémon repeat the last skill used for 3–6 turns.*							
Endeavor	Normal	—	100	5	1E	Y	—
Description: *Reduces the opponent's HPs to the same level as yours if its total HPs are higher than yours.*							
Endure	Normal	—	—	10	Self	N	—
Description: *Pokémon always survives with 1 HP regardless of the Attack. The success rate decreases with repeated use.*							
Eruption	Fire	150	100	5	2E	N	—
Description: *The lower your HPs, the lesser the Move's power becomes.*							
Explosion	Normal	250	100	5	All	N	—
Description: *The opponent Pokémon faints after the Attack is finished.*							
Extrasensory	Psychic	80	100	30	1E	Y	—
Description: *10% chance that the opponent will Flinch.*							
Extremospeed	Normal	80	100	5	1E	Y	—
Description: *Attack always hits first. If both Pokémon use this, it works for the one with the highest Speed.*							
Facade	Normal	70	100	20	1E	Y	TM42
Description: *The strength of this skill is doubled when you are either Poisoned, Paralyzed, or Burned.*							
Faint Attack	Dark	60	—	20	1E	N	—
Description: *Attack hits opponent without fail.*							
Fake Out	Normal	40	100	10	1E	N	—
Description: *Pokémon attacks first and the Attack has a 100% chance of making the opponent Flinch. Can be used during the starting turn only.*							
Fake Tears	Dark	—	100	20	1E	N	—
Description: *Lowers the opponent's Special Defense by 2.*							
False Swipe	Normal	40	100	40	1E	Y	—
Description: *Leaves the opponent with 1 HP without fail. (You cannot defeat a Pokémon with this skill.)*							
Featherdance	Flying	—	100	15	1E	N	—
Description: *Lowers the opponent's Attack by two.*							
Fire Blast	Fire	120	85	5	1E	N	TM38
Description: *10% additional chance of Burning the opponent Pokémon.*							
Fire Punch	Fire	75	100	15	1E	N	—
Description: *10% additional chance of Burning the opponent Pokémon. Cures Frozen Pokémon.*							
Fire Spin	Fire	15	70	15	1E	N	—
Description: *Pokémon consecutively attacks for 2–5 turns. During this, the opponent Pokémon can't flee. Cures Frozen Pokémon.*							
Fissure	Ground	—	30	5	1E	N	—
Description: *Defeats the enemy with one Attack. Doesn't work against Flying types.*							
Flail	Normal	—	100	15	1E	Y	—
Description: *Inflicts more damage the lower the Pokémon's HPs are.*							
Flamethrower	Fire	95	100	15	1E	N	TM35
Description: *10% chance of Burning the opponent. Cures Frozen Pokémon.*							
Flame Wheel	Fire	60	100	25	1E	Y	—
Description: *10% chance of Burning opponent; ice is melted if opponent is Frozen.*							
Flash	Normal	—	70	20	1E	N	HM05
Description: *Lowers opponent's Accuracy by one point. When used outside of battle, this illuminates dark caves.*							
Flatter	Dark	—	100	15	1E	N	—
Description: *Confuses the opponent but raises its Special Attack by one.*							
Fly	Flying	70	95	15	1E	Y	HM02
Description: *Pokémon flies into the air on Turn 1 and attacks on Turn 2. Outside of battle, use this skill to fly to the cities you've visited.*							
Focus Energy	Normal	—	—	30	Self	N	—
Description: *Raises the possibility that your Attack will make a Critical Hit.*							
Focus Punch	Fighting	150	100	20	S/E	Y	TM01
Description: *Attack from behind without fail. When you take damage from the enemy, you Flinch and cannot attack.*							
Follow Me	Normal	—	100	20	Self	N	—
Description: *You take over the Move the opponent uses in that turn, becoming its teacher.*							
Foresight	Normal	—	100	40	1E	N	—
Description: *Opponent's Evasiveness returns to normal. Fighting-type and Normal-type Attacks become effective against Ghost-type Pokémon.*							
Frenzy Plant	Grass	150	90	5	—	—	—
Description: *A high-level Elemental Attack.*							
Frustration	Normal	—	100	20	1E	Y	TM21
Description: *The more the Pokémon hates you, the higher the Move's Attack strength.*							
Fury Attack	Normal	15	85	20	1E	Y	—
Description: *Attacks 2–5 times consecutively in one turn.*							

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Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Fury Cutter	Bug	10	95	20	1E	Y	—
Description: *The strength of this skill doubles each consecutive turn you successfully use it. It returns to normal when you stop using it or when a hit misses.*							
Fury Swipes	Normal	18	80	15	1E	Y	—
Description: *Attacks 2–5 times consecutively in one turn.*							
Future Sight	Psychic	80	90	15	1E	N	—
Description: *Attacks the opponent Pokémon after two turns.*							
Giga Drain	Grass	60	100	5	S/E	N	TM19
Description: *The Pokémon recovers half of the amount of damage that the opponent Pokémon receives from this Attack.*							
Glare	Normal	—	75	30	1E	N	—
Description: *Paralyzes enemy.*							
Grasswhistle	Grass	—	55	15	1E	N	—
Description: *Puts opponent to Sleep.*							
Growl	Normal	—	100	40	2E	N	—
Description: *Lowers the opponent's Attack by one point.*							
Growth	Normal	—	—	40	Self	N	—
Description: *Raises the Pokémon's Special Attack by one.*							
Grudge	Ghost	—	100	5	S/E	N	—
Description: *Reduces the PP of a Move that causes an opponent to Faint.*							
Guillotine	Normal	—	30	5	1E	Y	—
Description: *In one blow, you Knock Out the opponent. Has no effect if the opponent's level is higher than yours, but it has a higher chance of succeeding if the opponent's level is lower than yours.*							
Gust	Flying	40	100	35	1E	N	—
Description: *Normal Attack. Damage is doubled when used against a Pokémon using Fly.*							
Hail	Ice	—	—	10	All	N	TM07
Description: *Summons a hail storm that lasts for five turns. At the end of each turn it causes damage to all Pokémon on the battlefield that are not Ice type.*							
Harden	Normal	—	—	30	Self	N	—
Description: *Raises the Pokémon's Defense by one point.*							
Haze	Ice	—	—	30	All	N	—
Description: *Returns all Status conditions (the casting Pokémon's and the opponent Pokémon's) to normal.*							
Headbutt	Normal	70	100	15	1E	Y	—
Description: *30% chance of causing the opponent to Flinch.*							
Heal Bell	Normal	—	—	5	All Allies	N	—
Description: *Recovers all of an ally's Status conditions.*							
Heat Wave	Fire	100	90	10	2E	N	—
Description: *10% chance of Burning the opponent. Cures Frozen Pokémon.*							
Helping Hand	Normal	—	100	20	All Allies	N	—
Description: *Move increases the Attack strength of your ally's Move by 1.5.*							
Hidden Power	Normal	—	100	15	1E	N	TM10
Description: *Changes type and power based on the Pokémon using it.*							
Hi Jump Kick	Fighting	85	100	20	S/E	Y	—
Description: *When this Attack fails, you take 25% of the possible damage inflicted.*							
Horn Attack	Normal	65	100	25	1E	Y	—
Description: *Normal Attack.*							
Horn Drill	Normal	—	30	5	1E	Y	—
Description: *In one blow, the opponent is knocked out.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Howl	Normal	—	—	40	Self	N	—
Description: *Raises your Attack by one point.*							
Hydro Pump	Water	120	80	5	1E	N	—
Description: *Normal Attack.*							
Hyper Beam	Normal	150	90	5	1E	N	TM15
Description: *Inflicts a large amount of damage, but the Pokémon cannot attack on the next turn.*							
Hyper Fang	Normal	80	90	15	—	Y	—
Description: *10% chance of making an opponent back off.*							
Hyper Voice	Normal	90	100	10	2E	N	—
Description: *Normal Attack.*							
Hypnosis	Psychic	—	60	20	1E	N	—
Description: *Puts enemy to Sleep.*							
Ice Ball	Ice	30	90	20	1E	Y	—
Description: *Attack lasts more than five turns or until it misses. Damage increases every turn the Attack succeeds.*							
Ice Beam	Ice	95	100	10	1E	N	TM13
Description: *10% additional Effect of Freezing the opponent Pokémon.*							
Ice Punch	Ice	75	100	15	1E	Y	—
Description: *10% additional Effect of Freezing the opponent.*							
Icicle Spear	Ice	10	100	30	—	—	—
Description: *High-level Ice Attack for Shellder.*							
Icy Wind	Ice	55	95	15	2E	N	—
Description: *Lowers the opponent Pokémon's Speed by one point.*							
Imprison	Psychic	—	100	10	S/E	N	—
Description: *If you know one of your opponent's Moves, it cannot use that Move in the battle.*							
Ingrain	Grass	—	100	20	Self	N	—
Description: *Each turn you recover a few HPs, but you cannot change out of the battle.*							
Iron Defense	Steel	—	—	15	Self	N	—
Description: *Raises your Defense by two.*							
Iron Tail	Steel	100	75	15	1E	Y	TM23
Description: *30% probability that it will lower the opponent's Defense one point.*							
Jump Kick	Fighting	70	95	25	—	Y	—
Description: *If an Attack misses, receive 1/8 of the damage that it would have caused.*							
Karate Chop	Fighting	50	100	25	1E	Y	—
Description: *Makes it easier to produce a Critical Hit.*							
Kinesis	Psychic	—	80	15	1E	N	—
Description: *Lowers opponent's Accuracy by one point.*							
Knock Off	Dark	20	100	20	1E	Y	—
Description: *When hit, the opponent drops the Item it is holding, losing its effect. After the battle, the Item is returned.*							
Leaf Blade	Grass	70	100	15	1E	Y	—
Description: *Makes it easy to produce a Critical Hit.*							
Leech Life	Bug	20	100	15	S/E	Y	—
Description: *The Pokémon recovers half of the amount of damage that the opponent Pokémon receives from this Attack.*							
Leech Seed	Grass	—	90	10	S/E	N	—
Description: *Absorbs enemy's HPs with each turn and recovers part of the HPs absorbed. This Effect continues even after the opponent's Pokémon is changed.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Leer	Normal	—	100	30	2E	N	—
Description: *Lowers opponent's Defense by one point.*							
Lick	Ghost	20	100	30	1E	Y	—
Description: *Has a 30% chance of causing Paralysis.*							
Light Screen	Psychic	—	—	30	Self	N	TM16
Description: *Halves the damage from Special Attacks for five turns. The Effect continues after changing Pokémon.*							
Lock-On	Normal	—	100	5	1E	N	—
Description: *The Pokémon's Attack hits with certainty on its next turn.*							
Lovely Kiss	Normal	—	75	10	—	—	—
Description: *Makes an opponent Sleep.*							
Low Kick	Fighting	—	100	20	1E	Y	—
Description: *The heavier the opponent's Pokémon, the stronger the Attack.*							
Luster Purge	Psychic	70	100	5	1E	N	—
Description: *Has a 50% chance of lowering the opponent's Special Defense one point.*							
Mach Punch	Fighting	40	100	30	1E	Y	—
Description: *Makes you able to strike first without fail. (If both Pokémon produce this Attack, the one with the highest Speed rating goes first.)*							
Magic Coat	Psychic	—	100	15	1E	N	—
Description: *Reflects Leech Seed and Effects such as Poison, Paralyze, Sleep, and Confusion.*							
Magical Leaf	Grass	60	—	20	1E	N	—
Description: *Move hits the opponent 100% of the time.*							
Magnitude	Ground	—	100	30	1A/2E	N	—
Description: *Strength of the Attack randomly changes (10, 30, 50, 70, 90, 110, or 150). The strength of the Attack is doubled when used against a Pokémon who has used Dig. Attack affects any ally on the Field except you.*							
Mean Look	Normal	—	100	5	1E	N	—
Description: *Makes the opponent Pokémon unable to flee from battle or be switched out.*							
Meditate	Psychic	—	—	40	Self	N	—
Raises the Pokémon's Attack by one point.							
Mega Drain	Grass	40	100	10	S/E	N	—
Description: *The Pokémon absorbs half of the damage inflicted.*							
Mega Kick	Normal	120	75	5	—	Y	—
Description: *Normal Attack.*							
Mega Punch	Normal	80	85	20	—	Y	—
Description: *Normal Attack.*							
Megahorn	Bug	120	85	10	1E	Y	—
Description: *Normal Attack.*							
Memento	Dark	—	100	10	S/E	N	—
Description: *Lowers the opponent's Attack and Special Attack by two but makes your Pokémon faint.*							
Metal Claw	Steel	50	95	35	1E	Y	—
Description: *Raises the Pokémon's Defense by one with a 10% probability.*							
Metal Sound	Steel	—	85	40	1E	N	—
Description: *Lowers opponent's Special Defense by two.*							
Meteor Mash	Steel	100	85	10	1E	Y	—
Description: *20% chance that it will raise your Attack by one.*							
Metronome	Normal	—	—	10	—	—	—
Description: *Randomly uses Attack from entire repertoire.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Milk Drink	Normal	—	—	10	—	—	—
Description: *Restores half of HP; splits 1/5 of HP among your other Pokémon.*							
Mimic	Normal	—	100	10	S/E	N	—
Description: *Allows the Pokémon to copy and use the opponent Pokémon's last Attack for the duration of the battle.*							
Mind Reader	Normal	—	100	5	1E	N	—
Description: *The Pokémon's next Attack always hits.*							
Minimize	Normal	—	—	20	Self	N	—
Description: *Increases the caster's Evasiveness by one.*							
Mirror Coat	Psychic	—	100	20	S/E	N	—
Description: *Pokémon attacks second in battle (regardless of Pokémon's Speed). Returns double the Special Attacks of the opponent Pokémon.*							
Mirror Move	Flying	—	—	20	1E	N	—
Description: *Pokémon counters with the same Attack used by the opponent Pokémon.*							
Mist	Ice	—	—	30	Self	N	—
Description: *Caster cannot be affected by skills that lower abilities.*							
Mist Ball	Psychic	70	100	5	1E	N	—
Description: *50% chance of lowering the opponent's Special Attack.*							
Moonlight	Normal	—	—	5	Self	N	—
Description: *Recovers 50 % of the Pokémon's max HPs. The effectiveness changes based on the time of day.*							
Morning Sun	Normal	—	—	5	Self	N	—
Description: *Recovers HPs, but the effectiveness changes based on the time of day.*							
Mud Shot	Ground	55	95	15	1E	N	—
Description: *Always lowers the opponent's Speed by one.*							
Mud Sport	Ground	—	100	15	All	N	—
Description: *Halves the strength of all Electric-type Moves.*							
Muddy Water	Water	95	85	10	2E	N	—
Description: *30% chance of lowering the opponent's Accuracy.*							
Mud-Slap	Ground	20	100	10	1E	N	—
Description: *Lowers opponent's Accuracy by one point.*							
Nature Power	Normal	—	95	20	1E	N	—
Description: *Changes other Moves to correspond to the battlefield's terrain.*							
Needle Arm	Grass	60	100	15	1E	Y	—
Description: *30% chance of making the opponent Flinch.*							
Night Shade	Ghost	—	100	15	1E	N	—
Description: *Inflicts damage equal to the Pokémon's level, regardless of the Pokémon's or the opponent Pokémon's Abilities.*							
Nightmare	Ghost	—	100	5	—	—	—
Description: *Gives an opponent nightmares; works only when opponent is Sleeping.*							
Odor Sleuth	Normal	—	100	40	1E	N	—
Description: *Opponent's Evasiveness returns to normal. Fighting and Normal Attacks become effective against opponent Pokémon.*							
Octazooka	Water	65	85	10	—	—	—
Description: *50% chance of lowering opponent's Accuracy by one.*							
Outrage	Dragon	90	100	15	RE	Y	—
Description: *Consecutive Attacks for 2–3 turns, and inflicts Confusion when the Attack is finished.*							
Overheat	Fire	140	90	5	S/E	Y	TM50
Description: *Lowers the opponent's Special Attack by two. Causes massive damage to the user.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Pain Split	Normal	—	100	20	—	—	—
Description: *Combines your HP with your opponent's HP and splits them between both of you.*							
Pay Day	Normal	40	100	20	—	—	—
Description: *After a battle, receive money equal to (your level) x (number of Attacks) x 2.*							
Peck	Flying	35	100	35	1E	Y	—
Description: *Normal Attack.*							
Perish Song	Normal	—	—	5	All	N	—
Description: *Passes a sentence that makes both Pokémon used in battle faint after three turns.*							
Petal Dance	Grass	70	100	20	RE	Y	—
Description: *Attack for 2–3 turns, then when it ends, it Confuses the Pokémon.*							
Pin Missile	Bug	14	85	20	1E	N	—
Description: *Attacks 2–5 times in one turn.*							
Poison Fang	Poison	50	100	15	1E	Y	—
Description: *30% change of Poisoning the opponent. Poison damage grows greater with each passing turn.*							
Poison Gas	Poison	—	55	40	1E	N	—
Description: *Infects opponent with Poison.*							
Poisonpowder	Poison	—	75	35	1E	N	—
Description: *Infects opponent with Poison. Damage increases with every turn.*							
Poison Sting	Poison	15	100	35	1E	N	—
Description: *30% additional Effect of Poison.*							
Poison Tail	Poison	50	100	25	1E	Y	—
Description: *Bases damage on random power (10, 30, 50, 70, 90, 110, 150); still has 10% chance of causing Poison Effect.*							
Pound	Normal	40	100	35	1E	Y	—
Description: *Normal Attack.*							
Powder Snow	Ice	40	100	25	2E	N	—
Description: *Freezes the opponent Pokémon with a 10% probability.*							
Present	Normal	—	90	15	—	—	—
Description: *May cause damage of 40, 80, or 120, or may restore HP by 80.*							
Protect	Normal	—	—	10	Self	N	TM17
Description: *Defends against the opponent's current Attack. The success ratio is lowered when consecutively used.*							
Psybeam	Psychic	65	100	20	1E	N	—
Description: *10% additional chance of Confusion.*							
Psychic	Psychic	90	100	10	1E	N	TM29
Description: *Reduces opponent's Special Defense by one point with a 10% probability.*							
Psych Up	Normal	—	—	10	S/E	N	—
Description: *When the opponent uses Moves that have beneficial side effects, the same Effects benefit your own Pokémon.*							
Psywave	Psychic	—	80	15	1E	N	—
Description: *Randomly causes damage equal to 0.5–1.5 multiplied by the Pokémon's level.*							
Pursuit	Dark	40	100	20	1E	Y	—
Description: *If the opponent changes Pokémon when you use this Move, it inflicts twice the amount of damage as it is changed.*							
Quick Attack	Normal	40	100	30	1E	Y	—
Description: *Get a preemptive Attack without fail. (If both Pokémon use this Attack, the one with the highest Speed lands the Attack first.)*							

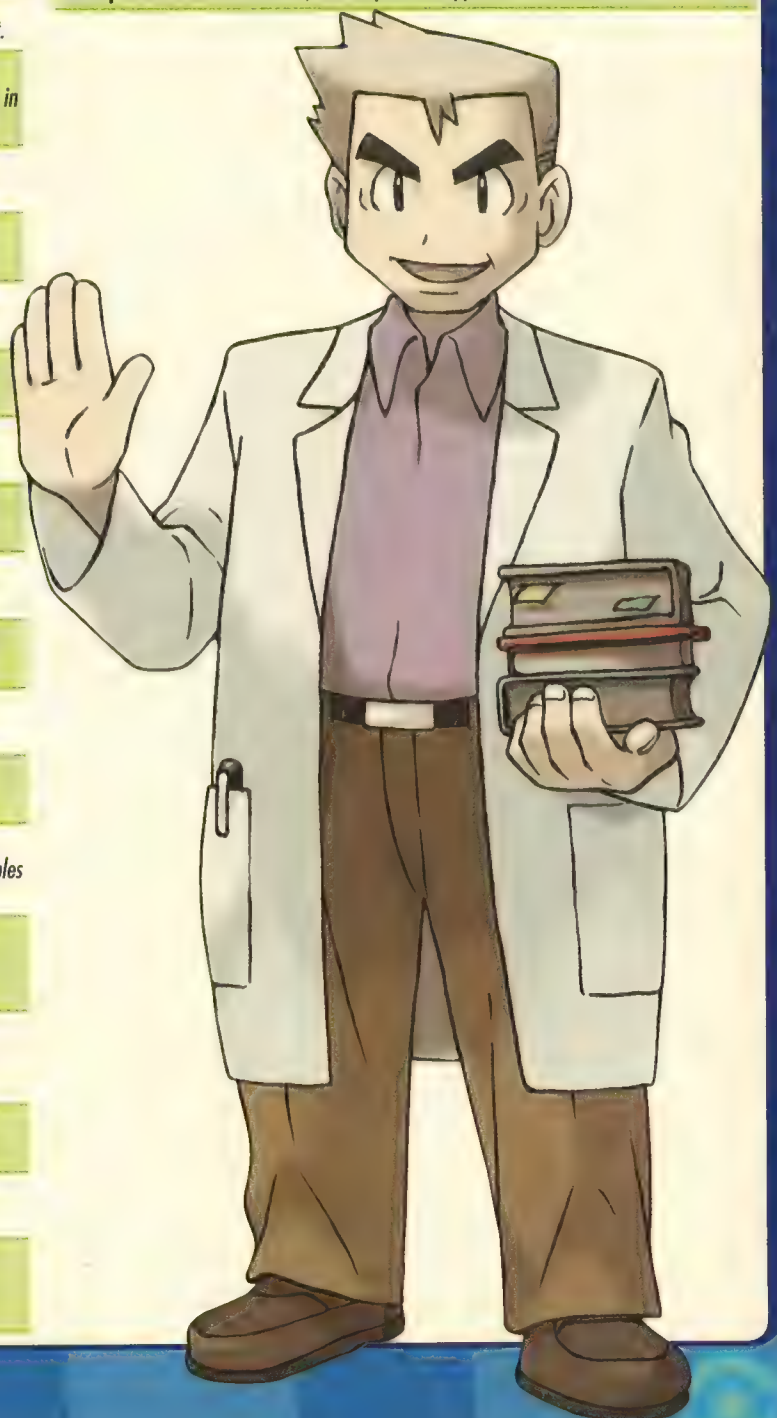
Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Rage	Normal	20	100	20	1E	Y	—
Description: *For one round of battle, the strength of the Attack increases by the amount of damage inflicted by the opponent.*							
Rain Dance	Water	—	—	5	All	N	TM18
Description: *Summons a rain storm that raises the strength of Water-type Attacks for five turns.*							
Rapid Spin	Normal	20	100	40	S/E	Y	—
Description: *Releases the Pokémon from continuous Moves such as Bind, Wrap, Spikes, and Leech Seed.*							
Razor Leaf	Grass	55	95	25	2E	N	—
Description: *Easy to produce a Critical Hit.*							
Razor Wind	Normal	80	100	10	2E	N	—
Description: *Gathers strength during Turn 1 and attacks during Turn 2. Makes it easier to do a Critical Hit.*							
Recover	Normal	—	—	20	Self	N	—
Description: *Recover HPs up to half the maximum points.*							
Recycle	Normal	—	100	10	Self	N	—
Description: *Makes it possible to reuse a Held Item a second time.*							
Reflect	Psychic	—	—	20	Self	N	TM33
Description: *Halves the damage from Physical Attacks for five turns. Effect continues even if you change Pokémon.*							
Refresh	Normal	—	100	20	Self	N	—
Description: *Cures the Status conditions Poison, Paralyze, and Burn.*							
Rest	Psychic	—	—	10	Self	N	TM44
Description: *After the Pokémon recovers all HPs, it lies down to Sleep for two turns.*							
Return	Normal	—	100	20	1E	Y	TM27
Description: *Pokémon you are using becomes stronger the more emotionally attached it is to you.*							
Revenge	Fighting	60	100	10	1E	Y	—
Description: *The Attack's strength doubles when you take damage from the enemy's Attack on that turn.*							
Reversal	Fighting	—	100	15	1E	Y	—
Description: *The less HPs the Pokémon has remaining, the stronger the Attack.*							
Roar	Normal	—	100	20	1E	N	TM05
Description: *Opponent is scared away from battle. In a Trainer Battle, the Pokémon is forcibly changed. Move has no effect if the opponent doesn't have any Pokémon in waiting.*							
Rock Blast	Rock	25	80	10	1E	N	—
Description: *Attacks 2–5 times in one turn.*							
Rock Slide	Rock	75	90	10	2E	N	—
Description: *Causes opponent to Flinch.*							
Rock Smash	Fighting	20	100	15	1E	Y	HM06
Description: *Lowers the opponent's Defense by one point with a 50% probability. Outside of battle, this crushes rocks, possibly releasing a Pokémon.*							
Rock Throw	Rock	50	90	15	1E	N	—
Description: *Normal Attack.*							
Rock Tomb	Rock	50	80	10	1E	N	TM39
Description: *Lowers the opponent's Speed by one.*							
Role Play	Psychic	—	100	10	Self	N	—
Description: *Gives you and the opponent Pokémon the same innate Ability.*							
Rolling Kick	Fighting	60	85	15	—	Y	—
Description: *30% chance of making an opponent back off.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Rollout	Rock	30	90	20	1E	Y	—
Description: *Consecutive Attacks for up to five turns until it misses. Increases damage with each hit. Strength of the Attack is doubled when you use Defense Curl the turn before.*							
Sacred Fire	Fire	100	95	5	1E	—	—
Description: *50% chance of Burning opponent.*							
Safeguard	Normal	—	—	25	Self	N	TM20
Description: *Over five turns, this protects against Status conditions. Effect continues when you change Pokémon.*							
Sand-Attack	Ground	—	100	15	1E	N	—
Description: *Lowers opponent's Accuracy by one.*							
Sandstorm	Rock	—	—	10	All	N	TM37
Description: *For five turns a sandstorm rages, damaging both players each turn. Does not effect Rock, Ground, or Steel types.*							
Sand Tomb	Ground	15	70	15	1E	N	—
Description: *Attacks for 2–5 turns. The opponent cannot flee or switch out during the Attack's duration.*							
Scary Face	Normal	—	90	10	1E	N	—
Description: *Lowers opponent's Defense by two.*							
Scratch	Normal	40	100	35	1E	Y	—
Description: *Normal Attack.*							
Screech	Normal	—	85	40	1E	N	—
Description: *Lowers the opponent Pokémon's Defense by two.*							
Secret Power	Normal	70	100	20	1E	N	TM43
Description: *30% chance of giving the opponent a Status condition that corresponds to the battlefield's terrain. Outside of battle, use this to open Secret Bases.*							
Seismic Toss	Fighting	—	100	20	1E	Y	—
Description: *Inflict damage on the opponent equal to the Pokémon's level, regardless of both Pokémon's abilities.*							
Selfdestruct	Normal	200	100	5	All	N	—
Description: *Pokémon faints after using this Move.*							
Shadow Ball	Ghost	80	100	15	1E	N	—
Description: *Lowers opponent's Special Defense by one point with a 20% probability.*							
Shadow Punch	Ghost	60	—	20	1E	Y	TM30
Description: *Attack that hits without fail.*							
Sheer Cold	Ice	—	30	5	1E	N	—
Description: *In one blow, the opponent is knocked out. Does not affect Pokémon whose level is higher than yours, while the chance of success is greater against Pokémon with a lower level.*							
Shock Wave	Electric	60	—	20	1E	N	TM34
Description: *This Attack is always successful.*							
Signal Beam	Bug	75	100	15	1E	N	—
Description: *10% chance of Confusing the opponent.*							
Silver Wind	Bug	60	100	5	Self	N	—
Description: *10% chance of raising your Attack, Defense, Speed, Special Attack, and Special Defense by one each.*							
Sing	Normal	—	55	15	1E	N	—
Description: *Puts opponent to Sleep.*							
Sketch	Normal	—	—	10	—	—	—
Description: *Replaces itself with the opponent's last Attack, Defense, Sp. Attack, Sp. Defense, and Speed by one level.*							
Skill Swap	Psychic	—	100	10	S/E	N	TM48
Description: *Switches innate Abilities with opponent.*							
Skull Bash	Normal	100	100	15	S/E	Y	—
Description: *Raises the Pokémon's Defense by one point during Turn 1 and attacks during Turn 2.*							
Sky Attack	Flying	140	90	5	1E	N	—
Description: *Gathers strength during Turn 1, attacks during Turn 2. 30% chance of causing the opponent to Flinch.*							
Sky Uppercut	Fighting	85	90	15	1E	Y	—
Description: *More effective against Pokémon using Fly.*							
Slack Off	Normal	—	100	10	Self	N	—
Description: *Recover 50% of your max HPs.*							
Slam	Normal	80	75	20	1E	Y	—
Description: *Normal Attack.*							
Slash	Normal	70	100	20	1E	Y	—
Description: *Easy to produce a Critical Hit.*							
Sleep Powder	Grass	—	75	15	1E	N	—
Description: *Puts opponent to Sleep.*							
Sleep Talk	Normal	—	—	10	—	N	—
Description: *Randomly uses one of the skills you possess, but only when you are asleep.*							
Sludge	Poison	65	100	20	1E	N	—
Description: *30% chance of Poisoning the opponent.*							
Sludge Bomb	Poison	90	100	10	1E	N	TM36
Description: *30% chance of Poisoning the opponent.*							
Smellingsalt	Normal	60	100	10	1E	Y	—
Description: *Inflicts twice the damage if the opponent is Paralyzed, but cures that Paralysis.*							
Smog	Poison	20	70	20	1E	N	—
Description: *Infects opponent with Poison with 40% probability.*							
Smokescreen	Normal	—	100	20	1E	N	—
Description: *Lowers opponent's Accuracy by one point.*							
Snatch	Dark	—	100	10	S/E	N	TM49
Description: *If your opponent used a Move that recovers HPs or increases its Abilities, this Move steals that effect when used and applies it to you.*							
Snore	Normal	40	100	15	1E	N	—
Description: *This is only effective when the Pokémon is asleep. Makes the opponent Pokémon Flinch with a 30% possibility.*							
Softboiled	Normal	—	100	10	—	—	—
Description: *Restores half of HP; gives 1/5 of Chansey's HP to another one of your Pokémon.*							
Solarbeam	Grass	120	100	10	1E	N	TM22
Description: *Absorb light on Turn 1 and attack on Turn 2. Move works best during Sunny weather, while the Effect is halved when it is Raining.*							
Sonicboom	Normal	—	90	20	1E	N	—
Description: *Does 20 points of damage regardless of the opponent's Attack or Defense strength.*							
Spark	Electric	65	100	20	1E	Y	—
Description: *Paralyzes opponent with a 30% probability.*							
Spider Web	Bug	—	100	10	—	—	—
Description: *Prevents escape; prevents substitutions in Trainer battles.*							
Spike Cannon	Normal	20	100	15	1E	N	—
Description: *Attacks 2–5 times in one turn.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Spikes	Ground	—	—	20	AE	N	—
Description: *Inflicts damage whenever the opponent tries to flee or changes Pokémon. You can use this Move up to three times in a battle and the strength of the Move increases with use.*							
Spit Up	Normal	100	100	10	1E	N	—
Description: *Move's power becomes greater the more the Pokémon uses Stockpile.*							
Spite	Ghost	—	100	10	1E	N	—
Description: *Randomly decreases 2–5 PPs in the skill that the opponent last used.*							
Splash	Normal	—	—	40	—	N	—
Description: *The Pokémon splashes about. Nothing else happens.*							
Spore	Grass	—	100	15	1E	N	—
Description: *Puts the enemy to Sleep.*							
Steel Wing	Steel	70	90	25	S/E	Y	TM47
Description: *Raises the Pokémon's Defense by one point with a 10% probability.*							
Stockpile	Normal	—	—	10	Self	N	—
Description: *Use up to three times to build up the strength of the Moves Swallow and Spit Up.*							
Stomp	Normal	65	100	20	1E	Y	—
Description: *30% additional chance of causing the opponent to Flinch. Strength of Attack is doubled if opponent used Minimize.*							
Strength	Normal	80	100	15	1E	Y	HM04
Description: *Normal Attack. Outside of battle, use this to move rocks.*							
String Shot	Bug	—	95	40	2E	N	—
Description: *Lowers opponent's Speed one level.*							
Struggle	Normal	50	100	1	S/E	Y	—
Description: *You can use this only after you use up the PPs of all of the Pokémon's other Moves. The Pokémon receives one-quarter recoil damage.*							
Stun Spore	Grass	—	75	30	1E	N	—
Description: *Paralyzes enemy.*							
Submission	Fighting	80	80	25	S/E	Y	—
Description: *The Pokémon takes 1/4 of the damage dealt to the opponent.*							
Substitute	Normal	—	—	10	Self	N	—
Description: *Build the Pokémon's own alter-ego using one-quarter of the Pokémon's max HPs. Pokémon takes no damage while the substitute remains.*							
Sunny Day	Fire	—	—	5	All	N	TM11
Description: *Raises the power of Fire-type Moves for five turns.*							
Super Fang	Normal	—	90	10	—	Y	—
Description: *Knocks opponent's HP to half.*							
Superpower	Fighting	120	100	5	S/E	Y	—
Description: *Lowers your Attack and Defense by one.*							
Supersonic	Normal	—	55	20	1E	N	—
Description: *Confuses enemy.*							
Surf	Water	95	100	15	2E	N	HM03
Description: *Normal Attack. Outside of battle, use this to Surf across the water.*							
Swagger	Normal	—	90	15	1E	N	—
Description: *Makes the opponent Confused, but increases its Attack by two.*							
Swallow	Normal	—	—	10	Self	N	—
Description: *You recover more HPs the more you use Stockpile.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Sweet Kiss	Normal	—	75	10	1E	N	—
Description: *Confuses the opponent Pokémon. Also Attracts wild Pokémon.*							
Sweet Scent	Normal	—	100	20	2E	N	—
Description: *Lowers the opponent Pokémon's Evasiveness by one point.*							
Swift	Normal	60	—	20	2E	N	—
Description: *Attack hits without fail.*							
Swords Dance	Normal	—	—	30	Self	N	—
Description: *Raises the Pokémon's Defense by two points.*							
Synthesis	Grass	—	—	5	Self	N	—
Description: *Recovers HPs based on the weather.*							
Tackle	Normal	35	95	35	1E	Y	—
Description: *Normal Attack.*							
Tail Glow	Bug	—	100	20	Self	N	—
Description: *Raises your Special Attack by one.*							
Tail Whip	Normal	—	100	30	2E	N	—
Description: *Lowers opponent's Defense by one point.*							
Take Down	Normal	90	85	20	S/E	Y	—
Description: *Pokémon takes one-quarter of the damage inflicted on the opponent.*							
Taunt	Dark	—	100	20	1E	N	TM12
Description: *In the turn after you use this Move, the opponent can no longer use Defensive Moves.*							
Teeter Dance	Normal	—	100	20	1A/2E	N	—
Description: *Confuses the opponent. It also affects allies when fighting 2-on-2 Battles.*							
Teleport	Psychic	—	—	20	Self	N	—
Description: *Ends the battle. Has no effect in Trainer Battles. Outside of battle, this teleports you to the last Pokémon Center you visited.*							
Thief	Dark	40	100	10	S/E	Y	TM46
Description: *Allows the Pokémon to steal any Item that an opponent has attached to it.*							
Thrash	Normal	90	100	20	RE	Y	—
Description: *Pokémon continues raging for 2–3 turns, then when the Effect ends, a random Pokémon in battle suffers Confusion.*							
Thunder	Electric	120	70	10	1E	N	TM25
Description: *30% chance of causing the opponent Paralysis. Accuracy becomes 100% when it is Raining, but drops to 50% when Sunny.*							
Thunderbolt	Electric	95	100	15	1E	N	TM24
Description: *10% additional Effect of Paralysis.*							
Thunderpunch	Electric	75	100	15	1E	Y	—
Description: *10% additional Effect of Paralysis.*							
Thundershock	Electric	40	100	30	1E	N	—
Description: *10% additional Effect of Paralysis.*							
Thunder Wave	Electric	—	100	20	1E	N	—
Description: *Paralyzes the opponent Pokémon.*							
Tickle	Normal	—	100	20	1E	Y	—
Description: *Lowers opponent's Attack and Defense by one.*							
Torment	Dark	—	100	15	1E	N	TM41
Description: *Prevents the opponent from using the same Move twice in a row.*							
Toxic	Poison	—	85	10	1E	N	TM06
Description: *Infects opponent with Poison. With each turn the Poison damage increases.*							

Name	Type	ST	ACC	PP	Range	PA?	TM/HM?
Transform	Normal	80	100	10	—	—	—
Description: *Change to same Pokémon as opponent with same Attacks; all PP at 5.*							
Tri Attack	Normal	80	100	10	1E	N	—
Description: *20% additional chance of either Paralysis, Burn, or Ice.*							
Trick	Psychic	—	100	10	S/E	N	—
Description: *The Pokémon and opponent switch the Items they are holding.*							
Triple Kick	Fighting	10	90	10	—	Y	—
Description: *Attacks three times in a row; damage increases each time.*							
Twineedle	Bug	25	100	20	—	—	—
Description: *Attacks twice in a row during a turn; 20% chance of Poisoning opponent.*							
Twister	Dragon	40	100	20	2E	N	—
Description: *20% chance of causing the opponent Pokémon to Flinch. Attack doubles in strength when used against a Pokémon using Fly.*							
Uproar	Normal	50	100	10	All	N	—
Description: *For 2–5 turns you and your opponent cannot be affected by Sleep.*							
Vicegrip	Normal	55	100	30	1E	Y	—
Description: *Normal Attack.*							
Vine Whip	Grass	35	100	30	—	Y	—
Description: *Normal Attack.*							
Vital Throw	Fighting	70	100	10	1E	Y	—
Description: *Attacks second in battle; next Attack hits without fail.*							
Volt Tackle	Electric	120	100	15	1E	N	—
Description: *A high-level Electric attack.*							
Waterfall	Water	80	100	15	1E	Y	HM07
Description: *Normal Attack. Outside of battle, you can use this to climb waterfalls.*							
Water Gun	Water	40	100	25	1E	N	—
Description: *Normal Attack.*							
Water Pulse	Water	60	100	20	1E	N	TM03
Description: *20% chance of causing the opponent Pokémon to become Confused.*							
Water Sport	Water	—	100	15	All	N	—
Description: *Halves the strength of Fire-type Moves.*							
Water Spout	Water	150	100	5	2E	N	—
Description: *The strength of the Attack lessens as your HPs dwindle.*							
Weather Ball	Normal	50	100	10	1E	N	—
Description: *Changes the type of the Move to correspond with the weather and doubles its power (sunny = Fire; rain = Water; hail = Ice; sandstorm = Rock).*							
Whirlpool	Water	15	70	15	1E	N	—
Description: *Inflicts damage for 2–5 turns. During this time the opponent Pokémon cannot flee.*							
Whirlwind	Normal	—	100	20	1E	N	—
Description: *Ends battle by blowing away enemy. In Trainer Battles, the opponent's Pokémon is compulsively changed.*							
Will-O-Wisp	Fire	—	75	15	1E	N	—
Description: *Burns the opponent.*							
Wing Attack	Flying	60	100	35	1E	Y	—
Description: *Normal Attack.*							
Wish	Normal	—	100	10	Self	N	—
Description: *At the end of the turn after using this Move, you recover 50% of your max HPs. Effect continues even if you change Pokémon.*							
Withdraw	Water	—	—	40	—	—	—
Description: *Raises your defensive power by one level.*							
Wrap	Normal	15	85	20	1E	Y	—
Description: *Attack for 2–5 consecutive turns. During this, enemy can't flee.*							
Yawn	Normal	—	100	10	1E	N	—
Description: *Makes the opponent Pokémon fall asleep at the end of the turn after you use this Move.*							
Zap Cannon	Electric	100	50	5	1E	N	—
Description: *If this Attacks hits, it Paralyzes the opponent Pokémon.*							



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